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A-Z OF CHEATS



SOLUTIONS

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and cheats to...

MISSION IMPOSSIBLE

TURN TO PAGE 06!

MORTAL KOMBAT 4

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Freaks, Wetrix, GT64 and the complete A-Z of Nintendo
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PLUS! We have the answer to all your gaming
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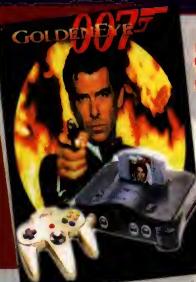
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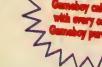
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NO.7



SOLUTIONS

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MISSION: IMPOSSIBLE

The full solution to the game of the film – a complete step-by-step walkthrough to every level!

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BANJO-KAZOOIE

The second and concluding part of our epic Banjo guide – you won't find a better solution!

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FORSAKEN

Maps for every level, and a complete guide to this stunning psychedelic shoot-'em-up!

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78

GT64

You won't even get out of first gear without this extensive guide to the tracks and cars.

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86

BIO-FREAKS

One of the best beat-'em-ups on the N64 and we've got every power move!

WHAT?

PAGE
94

Character profiles, all the moves, step-by-step guides to pulling off special moves and more! We've got it all!

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MORTAL KOMBAT 4

REGULARS

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Q&A
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The complete A-Z of Nintendo 64 cheats – fully updated and including...

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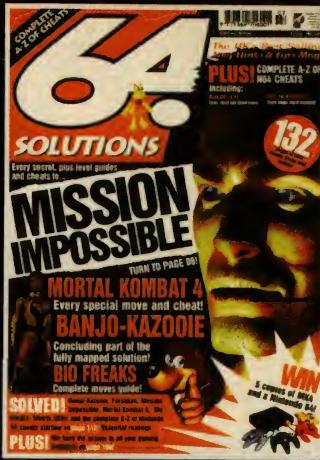
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WELCOME TO THE N64'S BEST TIPS MAGAZINE!

While Mission Impossible proved to be a critical failure, with many magazines, not least our sister publication, 64 Magazine giving the game a low mark (48% incidentally) it has at least proved to be a decent challenge for the Pros at 64 SOLUTIONS.

With 20 levels of intense espionage action, many of you who have bought the game will no doubt be screaming for a complete solution – and here it is – with cheats and step-by-step guide to every level – you cannot fail to finish this game.

Thanks to you, the reader, 64 SOLUTIONS has flourished in recent months, and this issue we have the second part of our Banjo solution, plus guides to MK4, GT64, Forsaken and Bio Freaks, plus of course the complete A-Z of N64 cheats at the back. Enjoy!



WHO'S WHO!

A few words from the scurvy dogs who brought you this mighty tome!



Damian "house" Butt: Managing Editor

Mission Impossible proved to be a big let down for Damian, who was actually considering getting a copy. Not any more though – it's arse!

Favourite Game: Goldeneye **Email:** gecko@paragon.co.uk



Russell "Hunt" Murray: Gamebuster

Russell has been packing in the solutions this issue, with many more notches on his N64 for games like Forsaken and Mission Impossible. He hates it too!

Favourite Game: Banjo **Email:** 64sol@paragon.co.uk



Lisa "haircut" Johnson: Designer

This issue of 64 SOLUTIONS has been re-designed by our Sunderland lass and I think you'll agree it's looking mighty fine. Nice headphones, Lisa!

Favourite Game: Banjo **Email:** lisam@paragon.co.uk

Who else?! Without these guys this mag wouldn't be here! A big hand goes to Lou Wells, Roy Kimber, Joypad (01202 311611) for supplying the games, Rare, GT, Infogrames and Andy McDermott.

KNOW YOUR PAD WELL!

Here's a quick look at your cheating stick!

1. UP, DOWN, LEFT, RIGHT
2. L
3. R
4. C LEFT
5. C UP
6. C RIGHT
7. C DOWN
8. Z BUTTON
9. A BUTTON
10. B BUTTON
11. ANALOGUE PAD



MISSION: IMPOSSIBLE

Although considered disappointing Mission: Impossible still remains a challenge. If you've chosen to accept this mission however, our step by step guide will take you through.

ABOUT MISSION IMPOSSIBLE: Step into the shoes of a secret agent in this action adventure game from Ocean.

64 SAYS

**IN ISSUE 18
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"GOLDENEYE-
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NINTENDO 64 MAG!**

INFO

**Level 1:
Lundkwist Base**

Mission: Ice Hit

Objectives: Change Identity

Find Excuse for Errand, Destroy Electric Power Panel, Get to Subpen With Clutter

Items: Envelope

LEVEL
1

1



1 You're dropped off at the canal near the Lundkwist Base. A message from Phelps tells you to locate the building marked with a white dot on your Field Scanner.

2



2 On your right-hand side you'll see some crates next to the metal fence. Climb them and drop down the other side trying not to make a sound that may alert the guards.

3



3 Go left until you reach a small hut and then edge your way to the front of the building. Go through the door and then kill the guard before he can yell for assistance.

4



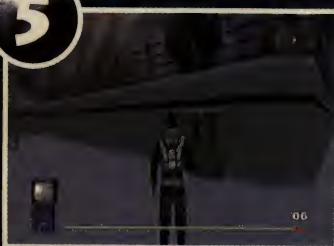
4 When you leave the hut turn left and shoot the guard patrolling the gate. Walk across the road and shoot another guard, who is protecting the power panel.

PLAYERS
OneCART SIZE
128MbMEMORY
NoPUBLISHER:
InfogamesOCEAN
InfogamesGAME TYPE:
AdventureORIGIN:
USA/FranceRELEASED:
PRICE:Out Now
£39.99

IMPOSSIBLE

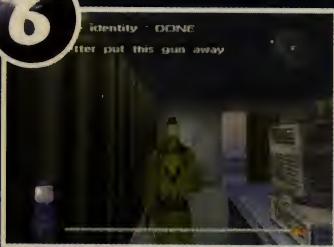
KWIST BASE

5



5 Blast both sides of the Electric Power Panel three times and you will have successfully completed the first of your mission objectives. Now go back to the hut.

6



6 Stand next to the guard's dead body and press B to activate your inventory. Select the Face Maker and then press A, to change your identity to that of the fallen guard.

7



7 Move around the desk against the rear wall and collect the envelope on the right-hand side of the desk. Now exit the hut and head to the left again to find the way out.

8



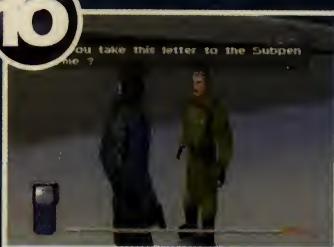
8 In the guise of a guard you'll now be able to run around the level without fear of being shot. Exit through the gate and follow the road to your right to find a truck.

9



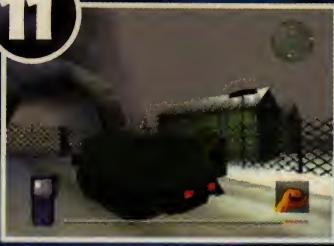
9 Standing somewhere near the truck you will find the driver. As you approach the driver, he will speak with you, not recognising you through your cunning disguise.

10



10 Hand the driver the envelope that you picked up from the desk in the small hut. He agrees to deliver it to the Subpen and jumps into the vehicle.

11



11 When the engine starts, run to the back of the truck and press A to climb aboard. Clutter will then dash from the shadows and join you on the back of the truck.

12



12 With all objectives completed keep your head down whilst the guards open the gate, and you can enjoy the short ride to the next mission.

ETHAN HUNT

STATS

Having served in the IMF for many years, Ethan Hunt is renowned for being one of the best secret agents around. He's got a high success rate, and is well respected by his colleagues and team members.



CONTROLS

Use these button to control your secret agent through the missions.

A BUTTON: Action – Open door, Press Switch, Receive Message

B BUTTON: Bring Up Inventory and switch between items

▲ C BUTTON: Weapon Zoom – only when in first-person perspective

▼ C BUTTON: Crouch, duck or stand up

◀ C BUTTON: Left Sidestep – only when in first-person perspective

▶ C BUTTON: Right Sidestep – only when in first-person perspective

ANALOGUE PAD: Control Ethan's movements

Z BUTTON: Shoot or Punch the enemy guards

LEFT BUTTON: Switch between Camera modes

RIGHT BUTTON: Aim Mode/First-Person View

D-PAD: Move camera around Ethan and can look around corners

**LEVEL
2**

SUBPEN

GADGETS

Face Maker

This clever item can imitate victims reproducing their face and clothes exactly, giving you a masterful disguise in seconds. Be careful that no one sees you using this item or the disguise will not work.

MF Communicator

This item allows you to converse with your comrades and gives you important information regarding your mission; no good agent should be without one of these babies.

IMF Field Scanner

Located in the top right-hand corner of the screen this item displays the position of various objects and articles needed to complete your mission.

Infra-Red Contact Lenses

These will enable you to see security laser that are invisible to the naked eye, these can enable you to pass areas of high security without being detected.

1



As soon as the truck enters the Subpen area, Ethan and Clutter will leap out of the back of the vehicle. Ethan will lose his disguise due to the cold temperatures, and Clutter will run to hide while you complete this next mission.

2



Follow Clutter along the road for a short while, then turn to the right and squeeze between some container crates. Continue to move forward keeping your eyes open for any enemy guards who may be protecting the store.

3



Use your silenced pistol to kill the guard to the right, then creep forwards slowly and assassinate the guard hiding around the corner to the left. You will now need to hurry as the temperature is freezing and your partner will be suffering.

4



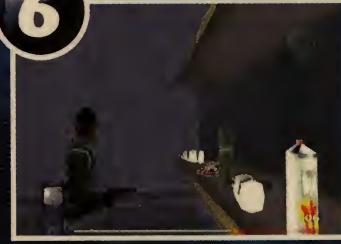
Move to the right and follow the red dot on your Field Scanner to the front of the large storage building. Open the door and enter the building, watching for any guards who may be advancing on your position.

5



Inside the storage building turn to your left and walk along a thin corridor to the small room at the far end. Leap over the crates stacked in the entrance and head for the shelves in the far corner of the room.

6



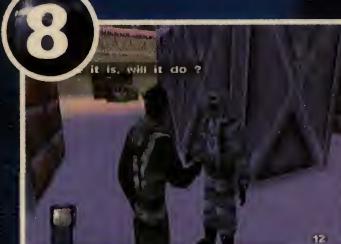
On the lower shelves are two mines that are needed for your mission, collect them by walking close to the shelves, then follow the corridor back to the door. Take out the guard who is waiting outside and then pick up the gun he leaves behind.

7



Turn to the right and run alongside the large storage building, shooting all the enemy guards that attack you. Now follow the green dot on your Field Scanner to locate the position where your accomplice is hiding.

8



Speak with Clutter and pass him the mines to complete the second of your mission objectives. He will then jump over the wall to the right leaving you to plant the final mine before joining him to escape.

9



Carefully make your way out from behind the containers and then turn to the right in the direction of the docks. Walk up the right-hand side of the docks and then shoot the guard who will be waiting at the end.

10



With the guard out of the way, turn to the right and follow a small flight of stairs down to the Gunboat. Press B to bring up the inventory and choose the mine icon to plant the bomb on the boat.

11



Retrace your steps back to the top of the stairs and follow the green dot on your Field Scanner to locate your comrades. To exit this area just stand next to the ladder and press the action button to descend.

12



When you get to the bottom of the ladder there will be a dinghy waiting. Once Ethan is safely aboard the dingy, all the mines that you planted will explode and the Ice Hit mission will be complete.

INFO

Level 1: Subpen

Mission: Ice Hit

Objectives: Find Magnetic Mines, Give Mine to Clutter, Join Dowey for getaway

Items: Gun (Dead guard)



PLAYERS
One



CART SIZE
128Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Ocean
Infogames

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LEVEL
3

EMBASSY FUNCTION

GADGETS

Auto Frequency Scrambler

Place this item near an emitting device and you will be able to use your communicator in safety without any risk of being detected.

Night View Glasses

You will need to use these to see in areas where there are little or no lights.

Wire Cutters

Totally insulated against electricity, these special cutters are able to slice through almost anything, a must have item for all IMF agents.

Laser Deflector Prism

This special device creates a barrier between security lasers, giving you time to cross behind the deflector to access all high security areas.



1 At the start of the mission walk to the couple directly ahead and introduce yourself. Now speak with the gentleman a second time and after the conversation has finished he will move away and begin to walk around the building.



2 Now that the lady is alone, speak with her and you will find that she is Sarah, one of your accomplices. She will tell you that she has got the Face Maker for you, and will pass it to you as soon as the coast is clear.



3 Once the Face Maker is in your possession, head to the left and follow the passage to the main reception area where you will find a pianist. Speak briefly with the pianist and then return through the passages towards the toilets.



4 As you pass the lady in the red dress she will begin to follow you. She is a dangerous killer and will attempt to kill you as soon as there is an opportunity. Have her follow you through the passages and into the toilets.



5 Once inside the toilets quickly use the Blow Pipe to knock the woman out, and then drag her body into one of the empty cubicles. Now exit the toilets and begin to plant the Smoke Generators in the ventilation ducts.



6 There are five ventilation ducts around this area of the embassy and you must place a Smoke Generator in each of them. Be careful not to be seen as you work, if you are caught your mission will be a failure.



7 In the main reception area approach the bar and speak with Dieter. Providing there is no one watching he will pass you a drink and some Nausea Powder which you must use to drug the Ambassador's Aide.



8 Go back down the passage and speak with the couple who are sat in the corner, as the gentleman rises to speak you will be able to collect the Music Score from his seat. Take this piece of music back to the Pianist and ask him to play it.



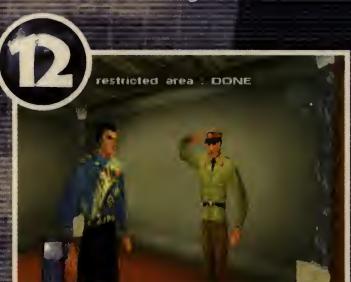
9 When the Ambassador's Aide arrives in the reception room approach him and give him the drink you have drugged. As soon as the drugs take effect the Ambassador's Aide will dash off to the toilets feeling unwell.



10 Chase the Ambassador's Aide to the toilets and hit him with your fist. Once you've dragged the unconscious body into the cubicle, use your Face Maker to assume the Aide's Identity then quickly return to the reception.



11 Climb the staircase to the top floor of the building and then turn to the left. Walk along the corridor to the far end and then place the last of the Smoke Generators in the final ventilation duct.



12 To finish this mission, walk past the guard at the top of the stairs and walk to the end of the passage. Another guard who's waiting here will then salute you and grant you access to the Restricted Area.

INFO

Level 3: Embassy Function

Mission: Recover NOC List

Objectives: Find Score, Find Nausea Powder, Find Drink, Place Smoke Generators, Eliminate Killer, Assume Ambassador's Aide's ID, Access Restricted Area

Items: Face Maker, Nausea Powder, Drink, Score

LEVEL
4**EMBASSY WAREHOUSE**

10

GADGETS**Radio Controlled Detonator**

Use this to blow up Hi Power Explosives when at a safe distance, basically this item is the go button for the fireworks display.

Nausea Powder

One small dose of this toxic powder will make the victim violently ill resulting in an extremely long visit to the bathroom.

Smoke Generator

These emit a large amount of smoke simulating the effects of a large fire; these can give you valuable time in a building where access is restricted.

1

1 At the start of the mission the lift door will open and Ethan will hide his Blowpipe inside the lift. He is now totally unarmed, but don't worry as the Ambassador's Aide disguise will protect you for a small period of time.

4

4 Leap over the crate and blast the second guard to grab some more ammunition, then run left or right and shoot the top crate. On the far side wall you will find a First Aid point containing special pills to reduce the effects of the toxic gas.

2

2 Before you will be able to explore this mission you will need to get yourself a gun. Walk outside the lift and then use your fists to knock out the waiting guard, then wait to collect the gun and ammunition that he will drop.

5

5 You must now blast two large explosive crates before you can access the next area of the warehouse. Make sure that you are standing as far away as possible when you shoot these crates or you will injure yourself in the blast.

3

3 Use the pistol to shoot the upper crate, giving you room to leap over to the corridor on the far side. You will find that your ammunition will deplete at an extremely alarming rate if you try to blast all the crates that stand in your way.

6

6 If you are playing the mission on Possible mode, you will find a protection suit in a silver crate to your right. When playing on Impossible mode there's no suit so you will have to keep dashing to the First Aid points to stay alive.

7

7 Move to the end of the corridor, turn left and enter the next area of the warehouse. If you are wearing the protective suit the guards will now open fire as they're unable to see your disguise. Blast the guards and grab some more ammo.

8

8 Leap over the toxic pools and you will discover a large stack of crates on the other side. Ethan will notice a peculiar looking crate in the middle of the stack, which you must shoot to complete the Impossible mission objectives.

9

9 Inside this special crate you will discover a piece of the K-30-P prototype satellite. There are four more pieces of the satellite hidden around the warehouse and you must find and destroy them all, especially in Possible mode.

10

10 Search the warehouse thoroughly and blast all the special crates that you find, you will find them by following the red dots on your Field Scanner. The last crate is located right next to the exit.

11

11 Before you will be able to escape from the warehouse area you will need to find the Exit Key. One of the guards that is patrolling the warehouse is in possession of this key so you must shoot them all to find it.

12

12 With the key now in your possession, follow the white dot on your Field Scanner to locate the warehouse exit. Now blast the explosive crate in front of the door, and use the exit key to finish this mission.

**INFO**

Level 3: Embassy Warehouse

Mission: Recover NOC List

Objectives: Sabotage 5 Special Crates, Find Exit Key, Access KGB HQ

Items: Protection Suit (Possible Level Only), Exit Key, Gun (Dead guard), Ammunition (Dead guards)



PLAYERS
One



CART SIZE
128Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Ocean
Infogames

GAME TYPE:
ORIGIN:

Adventure
USA/France

RELEASED:
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LEVEL 5

KGB HQ

GADGETS

Video Freezer

This highly advanced piece of equipment is capable of stopping all data flow around communications areas, used to sabotage enemy command.

Spy Cam

Miniature camera that can be easily hidden in order to record digital codes or those saucy snapshots, essential for blackmailing your boss.

Fingerprint Scanner

This item will reproduce any victim's fingerprint to allow access to areas protected by digital print scanners.

1



At the start of the mission remove your Protective Suit and enter the KGB Headquarters. Turn to the left and enter the door at the far end of the corridor, where you will find Barnes to complete the first of your objectives.

2



After your brief conversation, exit this room and turn to the left again. Follow the passage to the end and then open the door to your left. Search this little store room and you will find the Face Maker, which is another of your objectives.

3



Exit the store room and turn to the right, then take the second passage on the right. Enter the door on the left of the corridor and speak to the KGB agent. As soon as the agent turns his back grab the video freezer from the desk.

4



Now that you have the essential items needed to continue your mission, exit this room and turn to the left. Speak with the guard standing in front of the double doors, and he will allow you to enter the Head of Security's office.

5



Once inside the office, speak with the Security Officer and then use your fists to knock him out. As soon as you touch the Officer the alarm will begin to sound, ignore this for a minute and press the A button to hide the fallen body.

6



With the Officer tucked neatly behind the desk, activate your inventory and use your Face Maker to assume the Head of Security's identity. Now grab the Dart gun from the right-hand side of the desk and exit the room.

7



Don't start firing at the guards outside the door, just wait and inform them that you have arrested the subject. The alarm will now stop and you will be able to re-enter the Head of Security's office in silence.

8



Approach the bookshelf on the left and activate a switch to move a hidden panel above you. Now activate the red switch underneath the picture and a secret passage will open behind the bookcase on the other side of the room.

9



Enter the secret door and then kill the two guards inside, then attach the Video Freezer to the machine in the far corner. Now grab the Exit Passcard from the counter next to the door and then leave this area.

10



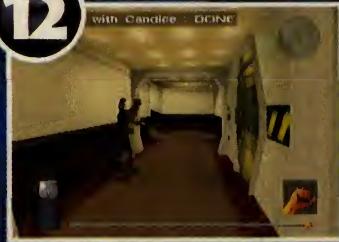
Exit the Office, turn left, follow the corridor, turn left again and open the white door into Communications Room. Speak to the suited man and he'll give you the Transfer Request to free Candice.

11



Now return to the Prison Cells area and hand the Transfer Request over to the waiting KGB agent. Once the cell door is open, quickly speak with Candice and she will then follow you to the exit.

12



Quickly exit the Prison Cells and then turn left and left again to find the large silver doors. Enter the Passcard into the control box to the left of the door and you will be able to make your escape.

INFO

Level 5: KGB HQ

Mission: Recover NOC List

Objectives:

- Talk to Barnes, Find Video Freezer, Find Face Maker, Find Dart Gun, Sabotage Video Link, Find Exit Passcard, Get Transfer Order, Escape with Candice

Items:

- Dart Gun, Video Freeze, Exit Passcard, Transfer Order, Face Maker

TOP TIP: When your Communicator flashes you will receive a message.

LEVEL
6**SECURITY HALLWAY****GADGETS**

EMS Electro

Magnetic

Scrambler

This piece of equipment upsets aircraft radar and equipment making flight totally impossible, position this near the aircraft to achieve maximum results.

INFO**Level 6:** Security Hallway**Mission:** Recover NOC List**Objectives:**
Security passage for Candice, Activate Master Switch**1**

1 At the start of the level Candice will make her way to the control panel and will try to disable the booby traps in the hallway. Speak to her and she will explain that the traps will glow red as you approach the floors.

2

2 Arm yourself with the Dart Gun ready to shoot enemies that may jump out, then carefully make your way across the booby trapped floor, making sure that you jump over the squares that are glowing, or you'll be electrocuted.

3

3 A guard will appear from each door along the corridor and will try to shoot you. Make sure that you kill all of the guards that are in this area, or Candice will be captured by them when she follows you later.

4

4 There are five trapped hallways for you to navigate your way through before you arrive at the master switch to disconnect them. Make sure that you check behind you, just in case any extra guards decide to appear.

5

5 After you cross the final section of floor you will discover a box with a switch on the far wall. Stand in front of this switch and press the action button to activate the switch and to turn off the booby traps on the floors.

6

6 Once the switch has been activated Candice will leave her control panel and make her way through the hallways to join you by the master switch. Providing all the guards have been killed your mission will be complete.

LEVEL
7**SEWAGE CONTROL****1**

1 At the start of this level move to your right and collect some valuable ammunition, then head to the door and blast the waiting guard. Move down the corridor and then turn to your left and enter the large room.

2

2 Jump onto this moving platform and allow yourself to be carried to the far side. Now blast the guard and activate the switch in the corner, then return to the moving platform and shoot the guard attacking Candice.

3

3 Jump back onto the moving platform and then jump off to the right and follow the corridor right to the end. Turn to your left and blast the waiting guards and then enter the next room to activate another switch.

4

4 Jump back onto the moving platform and then jump off to the right and follow the corridor to the end. Turn to your left, blast the waiting guards and then enter the next room in order to activate another switch.

5

5 Go back to the large room with the moving platform and then exit, go out again and turn to the left. Blast the two guards protecting this room and then run to the far end of the room so Candice can work on the Computer.

6

6 Once Candice has finished her work on the computer, the NOC List will appear in the far corner, once you've picked it up you can return to the start point in order to finish this level, shooting a guard along.



PLAYERS
One



CART SIZE
128Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Ocean
Infogames

GAME TYPE:
ORIGIN:

Adventure
USA/France

RELEASED:
PRICE:

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LEVEL 8

ESCAPE



1 This level is split into two parts and you must complete both sections before you can proceed to the next mission. You start the level by the master switch and must make your way through the hall to the control panel.



2 Move to the edge of the square tiled floor and shoot the gun turret that's on the ceiling at the far end. Once the turret has been hit it will begin to spin wildly and will not target you or Candice as you cross the floor.



3 Blast all the gun turrets and guide Candice to the control panel, then stand aside and let her activate the panel. Enter the door to the left of the control panel as soon as it has opened, and the door will close behind you.



4 When you get into the room Candice will be attacked by two guards whilst you are unable to help. However, don't worry about Candice for the moment as she is in no real danger, so search the sealed room.



5 Open the cabinet to the left you will find the mask of Golysine hidden inside. Grab it and then shoot the control box on the wall to open the doors. Quickly kill the guards outside the door and then rush to find Candice.



6 As you approach the room where Candice is hidden an enemy guard will dash out. Shoot him quickly and then enter the room to rescue Candice. She's okay but the NOC List has been stolen, you must retrieve it before you leave.



7 Head back through all of the halls to the master switch and kill the group of guards that are waiting for you here. When all the enemy guards have been blown away, you will find the stolen NOC List lying on the floor.



8 To exit this first section, run through the halls to the silver door at the far end, and then wait for Candice to catch up. Once Candice is right behind you press the action button to pass through the door back into the KGB HQ.



9 Go to the Head of Security's Office and open the secret panel by the bookcase and pass through the secret panel in the wall opposite to enter the surveillance room, and then use the Mask to assume Golysine's identity.



10 Move to the corner of the room where you positioned the Video Freezer earlier, then press A to collect this item. You can now exit this area, but you need to find the exit key before you are able to escape.



11 Exit the office, turn left and follow the passage to the end. Now turn right and enter the white door of the Communications Room. Shoot the guard inside the room and he will drop the exit key.



12 Now quickly exit the room and turn to the right, then dash to the double doors at the end of the corridor. Fight off the guards in this and use the key to open these doors and exit the mission.

TOP TIP: Try to target an enemy's head to kill him with one shot.

PAGE NO.

13

LEVEL
9

FIRE ALARM

14

WEAPONS

Dart Gun

This totally silent weapon fires sleep inducing darts into targeted enemies, who will then be rendered unconscious for a limited length of time, but will remain drowsy for some while extra.

Blow Pipe

The only weapon that can be easily smuggled through metal detectors and customs, the blowpipe can be extremely handy for knocking out enemies in difficult situations.

Electro Stunner

The Electro stunner fires a bolt of electricity to its targets rendering them unconscious almost instantly. Best used when in a situation where enemies are not to be exterminated.

Gas Capsules

These tiny capsules release a small cloud of sleeping gas when thrown to the ground; they can be extremely effective in open space, but the effects clear very quickly.

1

Still weak, Candice. Go hide in elevator 'till I find a way outa here.



2

He stuck up on me. Get him.



3



1 At the start of this level speak with Candice and then grab the Fire Extinguisher that is on the ground to your right. Candice will begin to make her way towards the lift and you must follow close behind to protect her.

2 Use your Dart Gun to shoot the guard attacking Candice, then move forward to get in position where you can protect Candice from the next attack. After shooting the second guard, follow Candice to the lift door.

3 Once the Face Maker is in your possession head to the left and follow the passage to the main reception area where you will find a pianist. Speak briefly with the pianist and then return through the passages towards the toilets.

4

Access to the lift DONE



5

There you are. Meet me at the rooms to get your suits.



6



4 Once the lift door has closed, with Candice safely hidden inside, you will be able to move on to find your friend Jack. Run back down the corridor, then walk down the stairs and shoot guards that are waiting there.

5 Jack is disguised as a Fireman and will be waiting in the area at the bottom of the stairs. As soon as you have killed all the guards in the room, speak to Jack and he will inform you that he has a disguise for you.

6 Once Jack leaves to head for the bathroom, carefully follow him and shoot all the guards who will get in your way. You must shoot carefully at this time or you will find yourself running out of ammunition.

7

Picked up a fire extinguisher



8

I'm a fireman. DONE



9



7 Run through the corridors towards the bathroom and shoot any guards you encounter. If you run out of ammunition at any time, you can use the Fire Extinguisher to down the guards, but this will only work at close range.

8 Meet Jack in the toilets and you can then change into the Fireman's outfit that he has for you. Once you are kitted out in your new disguise he will then give you another suit for you to take for Candice to wear.

9 Once Jack has given you the extra suit he will arrange to meet you near to the exit and will then leave. Now you must dash back through the Embassy to the lift where Candice is hiding and waiting for you to return.

10

CANDICE? Let's get outta here with real life debt!



11

I'm a fireman. DONE



10 Once outside the lift, activate the button and Candice will exit the lift. She will take the other suit, change and then once you are both in disguise you may head back through the Embassy to the exit.

11 Move fairly quickly through the corridors towards the exit, but make sure that you do not leave Candice lagging behind. You will be able to ignore the guards now as they will be unable to see through your disguise.

12



12 As soon as you have all made your way through the building and have made it to the exit, the mission will then be complete and you will be able to advance onto the next Mission.

INFO

Level 9: Fire Alarm

Mission: Recover NOC List

Objectives:

Secure access to the lift, Find Jack, Dress as a fireman, Give Candice fireman Outfit, Escape the Embassy

Items: Fire Extinguisher, Fireman's Suit



PLAYERS
One



CART SIZE
128Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Ocean
Infogames

GAME TYPE:
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Adventure
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RELEASED:
PRICE:

Out now
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LEVEL
10

INTERROGATION ROOM

WEAPONS

Sensor Mine
Standard mine issued to IMF agents. They are extremely powerful and can be set to react to contact, depth or height.

Plastic Explosives
Best used in small quantities to destroy machinery, this powerful explosive should be placed and then shot from a distance to ignite.

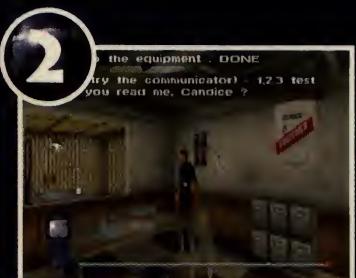
Hi Power Explosives
Use Hi Power Explosives to really put on a show, they should be detonated from a safe distance using radio controls.

Gas Injector
Compact and powerful sleeping gas that comes in a spray form, can put many people to sleep if used in an enclosed area or room.



1

At the start of the mission you will find yourself trapped in an interrogation room. Press the small button in the corner of the room to open a secret panel. Candice will tell you where to find explosive gum, use this blow the glass.



2

Jump through the broken glass and collect the equipment from the table. Candice will contact you again to check your equipment is working and will tell you to meet her on the rooftop. Exit through the door at the back of the room.



3 Select the Dart Gun from your inventory, then run round the corner to shoot the guard behind the counter. Use the Finger Scanner to copy the guard's fingerprint and activate the switch on the wall to open the doors.



4

Run along the passage and search the storage area on the corner where you will find a can of blue spray paint. Use this to spray the security cameras on the wall to avoid being detected as you proceed through the hallways.



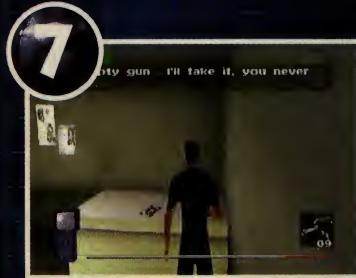
5

At the end of the corridor you will run into two guards wearing blue uniforms. Kill these guards and then use your Finger Scanner to copy their fingerprints, this will give you the free access print you require to open the next door.



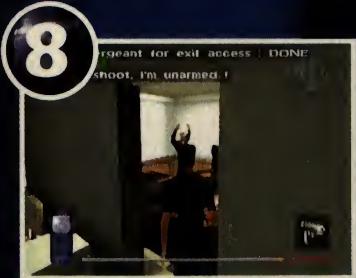
6

Run back along the halls to the large silver door on the corner, and then use the panel on the wall opposite to open it. Stay where you are and then operate the panel a second time to reveal a small hidden room.



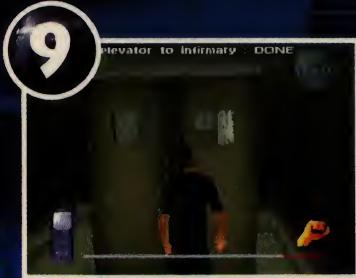
7

In this small hidden room you will find an empty gun, which you must use in order to take the Sergeant hostage. As soon as you have collected this item, head along the passage and locate another panel operated door.



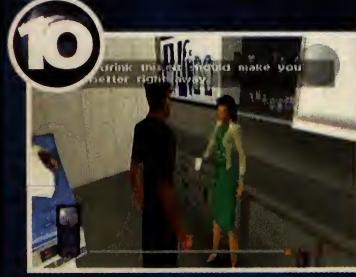
8

Knock out the Sergeant's assistant with the Dart Gun, then take the empty gun into the Sergeant's Office and point at the Sergeant, when he sees you he'll put his hands in the air, and move towards the exit.



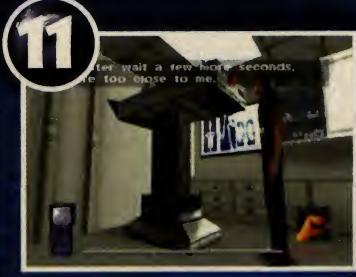
9

Follow then kill the Sergeant once he's taken you past the double doors. Go through the doors to the left, into the lift that goes to the Infirmary on the floor above, where you need to go to the antidote for the nausea Ethan is feeling.



10

Exit the lift and stagger into the infirmary, then turn to the left and locate the nurse who is wearing a green skirt. She will then pass you a drink which is the antidote to nullify the effects of the poison.



11

Once you are moving freely again walk up to the bed closest to you and press the red button on the end. The bed will rise into the air that distracts both the nurse and the doctor in the infirmary.



12

With the two medics occupied you will be able to make your way to the open window of the Infirmary and leap out onto the cradle to finish this mission. Rendezvous with Candice on the rooftop.

INFO

Level 10:
Interrogation

Mission: CIA Escape

Objectives 1:

Escape from Interrogation, Pick up the equipment, Get into hallway

Objectives 2:

Get out of the interrogation sector, Take free access print, Find sergeant For exit access, Reach elevator to infirmary

Objectives 3:

Find the Antidote, Distract Attention, Find the way to the roof

Items: Explosive Gum, Equipment, Stunner, Blue Spray Paint, Empty Gun, Antidote

TOP TIP: Guards will sometimes drop guns and ammunition, so be sure to check the ground for these.

LEVEL
11**CIA ROOFTOP**

16

1

1 At the start select the Dart Gun and walk around the corner to shoot the waiting guard. Collect the security card that falls from his pocket, then skip around the searchlight and head towards the guards' hut.

2

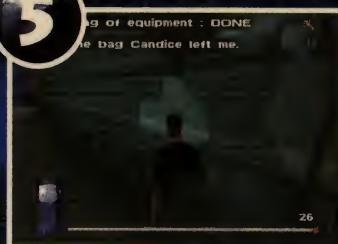
2 Jump up onto the smaller crate that's next to the guards hut, and then pull yourself up onto the roof the hut. From here jump onto the roof of the building directly ahead and move towards the control unit that's on the right.

3

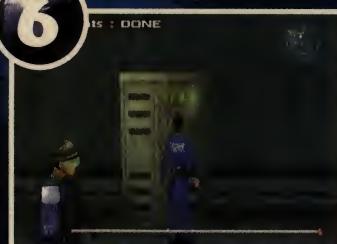
3 Walk up to this unit and press the action button to disable the electric floor tiles, and then proceed around the corner and across the now disabled tiles to find another control unit on the other side of the building.

4

4 Press the action button when next to the second unit and you will turn off all the lights for the heliport. You can now jump back down from the roof and continue around the building shooting all the guards who move to attack.

5

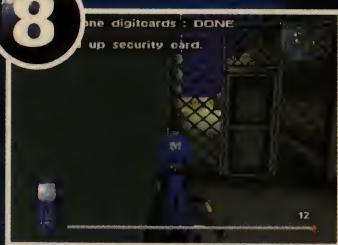
5 Jump up onto another hut that is near to a huge pile of crates, you will then find the bag of equipment that Candice has conveniently left for you. Inside the bag is a disguise of a repair man, quickly to change into this disguise.

6

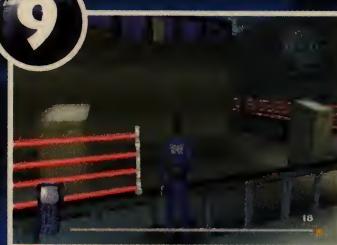
6 Use your disguise to gain entry to the heliport area, and then run down the steps to the left to find another large unit. Activate the unit to return the power to the heliport lights and complete the fourth of your objectives.

7

7 Now head back up the stairs and fit the EMS unit to the small box behind the helicopter. As soon as this item is in place, the chopper will be unable to leave the area. You will then be able to continue with your mission.

8

8 Shoot the guards near the heliport and retrieve another security card, then head down the two flights of stairs to the right and enter the door at the bottom. In this area turn left and shoot the waiting guard to find the Zone Digitcards.

9

9 Open the door and climb the stack of crates to reach the floor above. The rail is protected by infrared lasers, which you'll see with the aid of your contact lenses. Use the laser deflector to enable you to jump safely into the security level.

10

10 Move around the building to the left and you will find a door with a special security code entrance system. Climb the crates near this entrance and then place the camera on the highest box to record the code.

11

11 While you're waiting for the code, shoot the patrolling guards. When you receive a message to say that the code has been captured, head back to the camera and use the code to enter the door.

12

12 Once you are through the coded door and are on the rooftop, quickly shoot the guard who is patrolling this area and then head around the block to find the door to the room where Candice is located.

INFO**Level 11:** CIA Rooftop**Mission:** CIA Escape**Objectives:**

Sabotage Heliport Lights, Find Bag of Equipment, Find Zone Digitcards, Fix Lights, Paralyze Helicopter with EMS, Enter Security Level, Find Security Level Code, Meet Candice

Items: Dart Gun, Ammo, Fire Extinguisher, Bag of Equipment, Security Cards

PLAYERS
OneCART SIZE
128MbMEMORY
NoPUBLISHER:
DEVELOPER:Ocean
InfogamesGAME TYPE:
ORIGIN:Adventure
USA/FranceRELEASED:
PRICE:Out now
£39.99

LEVEL **12**

TERMINAL ROOM

INFO

Level 12: Terminal Room

Mission: CIA Escape

Objectives:
Switch on the Computer, Get the NOC List, Escape



CONTROLS

These are the controls for the Terminal Room mission.

A BUTTON: Move Down

B BUTTON: Move Up

▲ C BUTTON: Move Camera Right

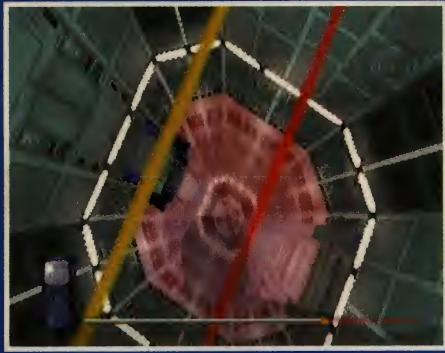
▼ C BUTTON: Move Camera Down

◀ C BUTTON: Move Camera Left

▶ C BUTTON: Move Camera Right

ANALOGUE STICK:
Rotate and Swing

RIGHT BUTTON: First Person View



Get really close to the action by pressing the R button and switching to first-person perspective.

1



You start the mission at the top of the Terminal Room and must carefully drop down to the floor to access the computer. Use the C buttons to alternate the view and then carefully lower yourself down head first.

2



Stop as you approach the yellow lasers, as these are directly linked to the alarm system. Dangle just above the laser and wait as will move to the side giving you just enough time to drop past without activating the alarm.

3



There are three alarm linked lasers that you must travel past before you reach the bottom of the shaft. If you happen set off the alarm at any point a security guard will enter and capture you, thus ending the mission.

4



From like the correct height to the card-reader.

When you reach the right height for the Card Reader, stop and begin to swing back and forth using the analogue stick. Once you have got yourself swinging, level Ethan and then aim for the Card Reader next to the door.

5



When you reach the Card Reader you will lock the door to prevent anyone entering the room and will turn the computer unit on. You now must drop down a few inches further to reach the right height for the computer terminal.

6



Now start Ethan swinging back and forth again, this time however, your target is the computer. Once you manage to catch hold of the edge of the terminal you will then be able to complete the rest of your mission.

7



Ethan will download the NOC List data onto disk and can then enter the virus disk into the computer to aid his escape. Once you have finished here you simply need to make your way out before the security guard opens the door.

8



Once you have grabbed all the information that is needed from the computer you are able to lift yourself back up the shaft to escape, on the way back up you don't need to worry about avoiding the lasers as they're turned off.

TOP TIP: Items required for your mission will be displayed as dots on your field scanner.

PAGE No.
17

LEVEL
13**ROOFTOP ESCAPE****1**and I'll bet they've had decent
gear, too.

1 Start the level by avoiding the helicopter's search light and leaping over the ledge to land on the floor below. Quickly shoot any guards that are nearby and then find a crate that is next to the laser wires.

4

Heliport | DONE

4 Dash through the passage towards the heliport, then stop to shoot the guard who is hiding behind the door. Now run up the two flights of stairs to the helipad on the rooftop, and shoot the guard beside the chopper.

1You're in my scope, Ethan! Don't
worry, I'll get them.

1 At the start of this mission Ethan is taken hostage and marched up the platform, and you take the role of the snipers. When you've a clear shot at Ethan's captors shoot them quickly thus enabling Ethan to escape.

4

4 Ethan patrols the station looking for Max, you must protect him at all times. When Ethan moves to the end of the platform you will need to change to your other sniper, press B and you will move to the other position.

2

I'm here!

2 Stand on top of this crate and then leap over the laser wires. You will then land on the floor below. It's possible that you may take some damage from the lasers, but don't worry as you will definitely survive the jump.

5

Heliport | EMS | DONE

The EMS is broken. The
chopper is free for lift-off.

5 Run over to the cupboard in the wall where you previously hid the EMS and remove it. You must now place the EMS back into the cabinet to smash and destroy it before the helicopter will be able to take off.

3Guys! Protect me, they're
coming at me!

2 Now keep Ethan in your sights and follow him wherever he walks in order to protect him from Max's henchmen. As soon as one of the enemies pulls out a weapon, take aim and blast them before they have a chance kill Ethan.

5

5 After a short period, Candice will run up to Ethan to inform him that she has spotted Max onboard the train. You are now able to relax as your protective role as the snipers has now finished, just sit back and watch the action.

3

I'm here!

These ducts should blow up
and make a good diversion.

3 Quickly move to your right and place some explosive gum on the metal ducts, then retreat and allow them time to explode. This blast will create a small diversion giving you enough time to reach the heliport area.

6

Heliport | Helicopter | DONE

6 With all your objectives now complete, just make your way to the helicopter and climb aboard in order to make your getaway. The chopper will now fly away and take you onto your next mission.

LEVEL
14**STATION****1**You're in my scope, Ethan! Don't
worry, I'll get them.

1 At the start of this mission Ethan is taken hostage and marched up the platform, and you take the role of the snipers. When you've a clear shot at Ethan's captors shoot them quickly thus enabling Ethan to escape.

4

4 Ethan patrols the station looking for Max, you must protect him at all times. When Ethan moves to the end of the platform you will need to change to your other sniper, press B and you will move to the other position.

3

I saw Max on the train! Quick,

board!

3 Be careful not to shoot any innocent bystanders, in your rush to shoot enemies. There are a lot of drunks staggering around the platforms of this station and they all seem to be chasing Ethan, even if they're not.

6

6 Ethan will dash along the platform and board the train that is waiting at the platform. As soon as he's onboard you will now automatically move straight on to the next mission.



PLAYERS
One



CART SIZE
128Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Ocean
Infogames

GAME TYPE:
ORIGIN:

Adventure
USA/France

RELEASED:
PRICE:

Out now
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LEVEL
15

TRAIN CAR



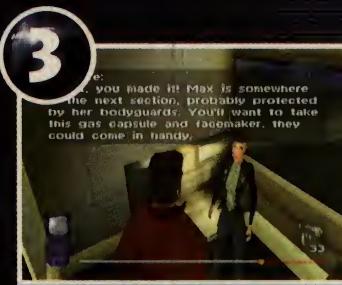
1

1 Have your gun at the ready and enter the first carriage. Shoot all of Max's henchmen who are waiting for you. Be careful not to shoot any of the civilians in the carriage or you will have to begin the mission again.



2

2 Keep heading through the carriages shooting the enemies, until you arrive at the first class carriages. Use your sniper technique to shoot Max's henchmen, then proceed through to the next carriage.



3

3 In the last cabin of the second first class carriage you will find Candice waiting for you. She'll give you some important items to help you with your mission and you can then proceed through the train searching for Max.



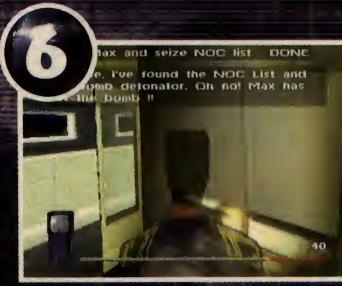
4

4 Before opening the next carriage, stop and activate the switch that is situated on the left-hand wall. By doing this you will block all the exits from the train and you will then be able to continue through the train.



5

5 Dash through the next carriage, stop near the exit and locate the train guard. Speak to him in order to knock him out, and then use the Face Maker to assume his identity, giving you a disguise to help you to avoid detection.



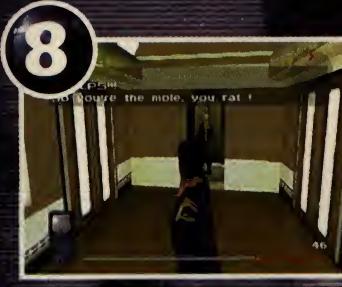
6

6 Put your gun away and stroll through the next carriage, then enter the last cabin and shoot Max in the head. Once Max is dead she will drop the bomb defuser, and you will then have to rush to reach the bomb before it explodes.



7

7 Exit Max's cabin and shoot all of her bodyguards who are waiting in all the other cabins in this carriage. Now head through the door and into the Bar to find the Mole that you have been searching for.



8

8 As you approach Phelps, he will turn and run, and the remaining people in the carriage will begin to shoot you. Quickly turn around and blast the enemies that are firing at you, then chase Phelps towards the Cargo room.



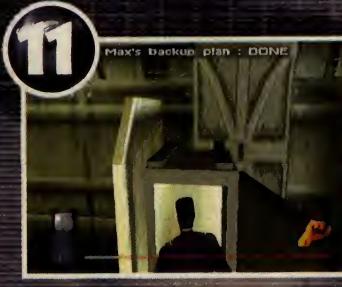
9

9 Shoot the guards that are waiting inside the Cargo Room, and then search all the crates to discover some liquid nitrogen, and a blowtorch. In the far left-hand corner you will find a safe, which is where the bomb has been hidden.



10

10 Use the liquid nitrogen to freeze the hinges of the safe, and they will break apart and fall off. Once the hinges are broken you will then be able to open the safe to gain access to the bomb inside.



11

11 Inside the safe the bomb has been primed and is ready to explode at any time. Carefully use the defuser to stop the bomb from exploding, and then you will be able to continue chasing Phelps.



12

12 To end this mission Ethan will climb onto the crates that are inside the Cargo Room. He will then hoist himself up onto the train roof to continue pursuing Phelps.

INFO

Level 15: Train Car

Mission: Mole Hunt

Objectives:
Neutralize Max's Henchmen, Meet Candice, Find Switch to Block Exits, Knock out Max's Bodyguards, Stop Max and seize NOC List, Defuse Max's Backup plan.

Items: Ammo, Liquid Nitrogen, Blowtorch, Defuser

TOP TIP: If you run out of ammo, you can use your fists to knock out annoying enemies.

PAGE NO.

19

LEVEL
16

TRAIN ROOF

20

1



2



3



1 From the start walk carefully forwards making sure that you don't fall off the side of the train. Now draw your pistol and continue forwards onto the next carriage watching for any enemies who may pop up to attack you.

2 Aim your gun at the enemies as they emerge from the train and then use the C Up button to zoom in closer on them. Try to shoot these guys in the face, it will save you from wasting huge amounts of ammunition.

3 Keep moving along the train, and watch out for snipers that are in a car travelling alongside the train. Quickly shoot the driver in the head, and the car will swerve out of control and crash into the trees on the roadside.

4



4 You will then be attacked by more enemies flying above your head in a helicopter. To destroy the chopper you can either fire a Rocket from the Launcher or fire several bullets into the pilots body.

5



5 As you reach the end of the train, Phelps will leap onto a waiting helicopter. You will be unable to reach the end of the train before the chopper escapes, so quickly draw your Rocket Launcher.

6



6 Aim a final blast at the chopper before it escapes and the helicopter will then be destroyed. You will now have completed this mission and can move onto the next area.

INFO

Level 16: Train Roof

Mission: Mole Hunt

Objectives: Catch Phelps

Items: Rocket Launcher, Ammo

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PLAYERS:
One



CART SIZE:
128Mb



MEMORY:
No

PUBLISHER:
DEVELOPER:

Ocean
Infogames

GAME TYPE:
ORIGIN:

Adventure
USA/France

RELEASED:
PRICE:

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LEVEL 17 SUBPEN

CHEATS

Silenced Weapon
On the mission select screen, press C Up, L, C Right, C Left, C Up. When the code has been accepted you will hear the words "Ah that's better."

HIGH POWER WEAPON

On the mission select screen, press R, L, C Down, C Up, C Up. When the code has been accepted you will hear the words "Ah that's better."

Uzi

On the mission select screen, press C Right, C Left, C Right, C Down. When the code has been accepted you will hear the words "Ah that's better."

Rocket Launcher
On the mission select screen, press R, L, C Left, C Right, C Down. When the code has been accepted you will hear the words "Ah that's better."

1



1 At the start draw your weapon and wander up the stairs to kill the patrolling guard. Now walk around the edge of the dock to the far side and kill another guard before heading to the crates that are in the corner.

2



2 On the top of the highest crate you will discover the Auto Frequency Scrambler. Climb up these crates to grab this item and then follow the wall along the right-hand side but avoiding the large searchlights.

3



3 Head to the large metal containers to your right and you'll find a mine lying in the snow. Quickly shoot the guard approaching from the left, then collect the mine and run between the crates towards the right-hand wall.

4



4 Keep following the wall, then skip past the second searchlight, and scan the ground in front of the next large container. Collect the explosives from the ground, then quickly head back to the start point to find Clutter.

5



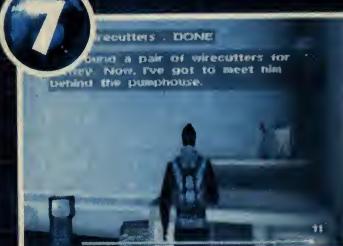
5 Pass Clutter the mine and the AF Scanner and he will jump into the boat and begin to make his way around the dock to the far side. Now run back up the stairs and dodge past the two searchlights on the left.

6



6 Near to the next large building you'll be attacked by two enemy guards. Use your pistol to down these persistent enemies, then search all the snow in front of the building and you'll eventually find a small Gas Injector.

7



7 Run around the edge of the building and enter the pump house through the door, then enter the main room and shoot the waiting guard. On a table in the far corner of the room you'll discover the much needed wirecutters.

8



8 Before leaving the pump house, head towards the machinery in the centre of the room and plant the explosives near to the rail. Now exit the building and head to the left to find Dowey hiding behind some crates.

9



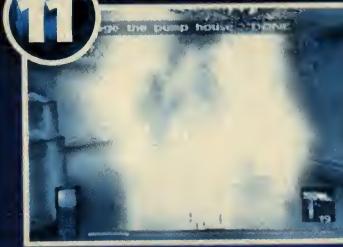
9 Duck down behind the crates and pass the wirecutters to your comrade. Dowey will now jump over the wall to the right, leaving you to find the Radio Controlled Detonator to blow up the explosives in the Pump House.

10



10 Head around the building and kill a guard wearing black to find an Uzi Machine Gun. Enter the guard hut and splatter the three waiting guards and collect the RC Detonator from the edge of the table.

11



11 When you've collected this item, open the inventory and use the Detonator to destroy the Pump House. Exit the Guard Hut and head left where you'll find your friends waiting for you on top of the Communications Building.

12



12 Climb the crates to get onto the building then shoot the two guards on the rooftop. As soon as the guards are dead you'll be able to move to the edge of the building and jump onto the back of a truck to end this mission.

INFO

Level 17: Subpen

Mission: Ice Storm

Objectives: Get the AF Scrambler, Get the Mine, Bring Clutter AFS and Mine, Get the Gas Injector, Get the RC Detonator, Get the Explosives, Sabotage the Pump House, Regroup on Comm. Building

Items: Gas Injector, AF Scrambler, Mine, RC Detonator, Gun, Uzi

LEVEL
18**TUNNEL**

22

CHEATS

Turbo Mode
On the mission select screen, press C Up, Z, C Up, Z, C Up. When the code has been accepted you will hear the words "Ah that's better."

Kid Mode

On the mission
select screen, press C-Down, C Up, R, L, Z. When the code has been accepted you will hear the words "Ah that's better."

Big Feet Mode

On the mission
select screen, press C Down, R, Z, C Right, C Left. When the code has been accepted you will hear the words "Ah that's better."

Big-Head Mode

On the mission
select screen, press C Down, R, C Up, L, C Left. When the code has been accepted you will hear the words "Ah that's better."

ABOUT MISSION IMPOSSIBLE: Step into the shoes of a secret agent in this action adventure game from Ocean.

**INFO****Level 18:** Tunnel**Mission:** Ice Storm**Objectives:** Find Explosives, Sabotage Anchor Belts**Items:** Explosives**1**

Dovey here, but not to jump on the platforms too late or you'll hit the wall.

1

You start this mission riding on the back of the truck, heading through the dimly lit tunnel. Watch what's coming ahead of you as there are a number of signs and pipes which you will have to jump over or duck under to pass.

4

Explosives - DONE

4

In the corner you will find the explosives you need in order to sabotage the anchor bolts. Collect this item then head over towards the door and examine the panel in the right-hand corner.

7

Use anchor bolts - DONE

7

Once the guard is down, you can move along the right side, to wait for another truck. When a truck drives past the bridge, quickly jump onto the back, and allow the truck to ferry you to the next bridge along the tunnel.

10

Use anchor bolts - DONE

10

There are four bridges in all, and once you have positioned the explosives on all of the anchor points, you will be ready to exit this area and move on to your next mission after they've exploded.

2

Stay on the top of the truck ducking and diving to avoid the low bridges, and make sure that you remain in the centre of the truck in order to avoid falling over the sides or being knocked off the back.

5

Anchor bolts like an anchor bolt.

5

To sabotage the anchor bolts you must select the explosives from the inventory and place them onto the bolts on either side of the bridge. When the explosives are in place, open the door and go to the other side of the bridge.

8

Use anchor bolts - DONE

8

There are more pipes and signs for you to avoid on this short journey along the tunnel. Try to make sure that you allow for plenty of room when jumping over pipes or you will take serious damage if you bash into them.

11

Use anchor bolts - DONE

11

Kill all the guards waiting behind the doors, and then carefully leap onto the back of another truck to carry you clear of the tunnel. You will only just manage to get out of the tunnel before the explosion occurs.

3

After you have saboted the truck try the silent approach.

6

As soon as you are able, leap off the truck and onto a bridge to your right-hand side. Make sure that you kill any guards who are waiting on this platform before searching around to find the explosives.

9

On the other side of the door you'll find a guard waiting for you. Use your fists for the early fights, as several guards protect the bridges further on through the tunnel. Ammunition scarce and there are no ammo packs here to collect.

12

Once at the far end of the tunnel, you will be re-united with your two friends. They will pass you some necessary equipment and will then disappear to allow you to begin your next mission.

64

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LEVEL
19

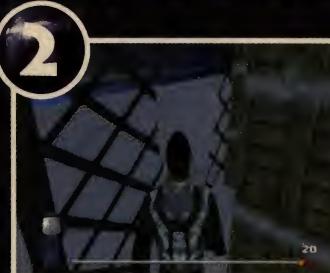
MAINLAND

24

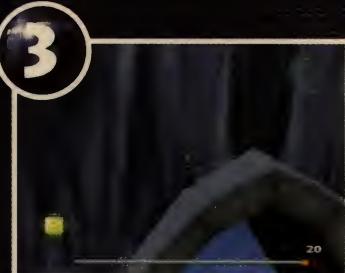
ABOUT MISSION IMPOSSIBLE: Step into the shoes of a secret agent in this action



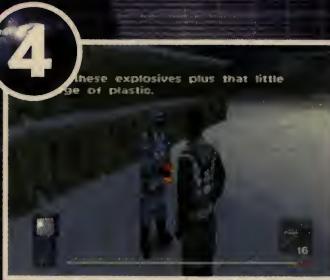
1 Start the mission by crawling through the hole in the fence and shooting the guard in front of the building. Now carefully make your way across the complex to the far side, avoiding all the searchlights along the way.



2 In the opposite corner you will find another hole that has been cut into the fence, which is hidden behind a stack of crates. Shoot the nearby guard and then climb through the fence to stand on the river bank.



3 Use the crates to climb up on top of the thin bridge and then carefully make your way to the far side. Be careful not to fall into the water or you will be washed away and will have to start the mission over again.



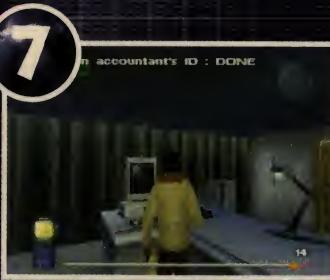
4 Climb onto the building in front of you, then shoot the two guards on top. Drop down far side of the building and climb through another fence into an open area. Go past the shack to meet with Clutter and collect some explosives.



5 Make your way back across the river, and then skim the fence on the left-hand side. Cross over the road and shoot the nearby guard, before entering the Power Plant and placing the explosives in the centre of this area.



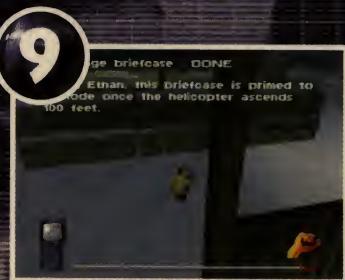
6 Now head to the Circuit Breaker and open the door to access the control panels inside, and then place the plastic explosives on the right-hand side. Shoot these explosives to destroy the panel and switch off the cameras.



7 Head back across the road and enter the small hut on your right. Shoot the accountant behind the desk, and use the Face Maker to assume his identity. Put your weapon away and grab the security card from the desk.



8 In your new disguise head back across the river and climb onto the Bunker. Drop off the Bunker in the centre then go through the doors to find a circular security door. Use the security card to open it and grab the briefcase from inside.



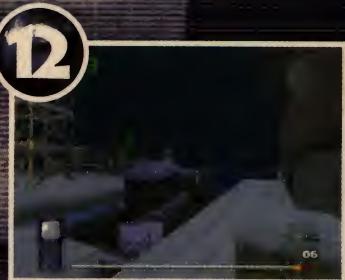
9 Exit the Bunker with the briefcase, and then dash across the open area of ground to meet Clutter again. Clutter will sabotage the briefcase by planting a device that will explode once the helicopter reaches a certain height.



10 Run past the landing chopper and head into the large Factory Building on the right-hand side. Now stand and wait for the others to arrive, and once everyone is present the deal will be done.



11 Change to your sniping position, and use the sight to zoom in on the four guards standing beside the Gunboat. Shoot these four enemies as quickly as possible, and then return to Ethan to shoot any enemies sneaking up on him.



12 Once the helicopter has exploded, go through the back of the factory and climb onboard the Gunboat. As soon as Clutter catches up with you the boat will move and you can proceed to your final mission.

INFO

Level 19:
MainlandMission: Ice
Storm

Objectives: Find Explosives and Plastic, Sabotage Power Plant, Cut off Camera Power, Take on Accountants ID, Get Briefcase from Bunker, Sabotage Briefcase, Bring Briefcase to Deal, Blow Away Helicopter, Escape on Gunboat with Clutter

Items: Explosives and Plastic, Briefcase, Security Card

PLAYERS
OneCART SIZE
128MbMEMORY
NoPUBLISHER:
Infogames

DEVELOPER:

Ocean
InfogamesGAME TYPE:
AdventureORIGIN:
USA/FranceRELEASED:
Out NowPRICE:
£39.99LEVEL
20

GUNBOAT

1

Watch it, Ethan! MINE AHEAD!



1 Start this level by blasting all the buildings on both sides of the river, concentrating on the gun turrets and bunkers first. As you move along the river you will find there are plenty of targets to aim at.

2

2 Keep your eyes open for mines along the river. You must destroy them all by shooting them before you get too close or you'll drastically damage your Gunboat. Also watch out for other Gunboats that will appear on the river in front of you.

3

3 Keep blasting the buildings on both sides of the river until you discover a large wall on with gun turrets on the top. Attack the turrets first then level the buildings and towers to destroy the Gas Factory.

4

4 Once the Factory has been flattened you will be able to escape the enemy base and complete your mission. All that remains now is to climb on board the submarine with Candice who has been waiting for your safe return.



Level 20: Gunboat

Mission: Ice Storm

Objectives:

Escape Enemy Base,
Destroy Gas Factory

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64 SOLUTIONS

BANJO-KAZOOIE

VOLUME SEVEN

26

PART TWO

BANJO-KAZOOIE



PLAYERS
OneCART SIZE
128MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
RareGAME TYPE:
ORIGIN:3-D Platform
UKRELEASED:
PRICE:31 July
£49.99

CHEATS

You've completed the first six levels of Banjo-Kazooie, join 64 SOLUTIONS again to conquer the last four lands. This will lead to the final confrontation with Gruntilda in part two of our epic walkthrough.

CHEATO 1

Go to the Bubbleloop Swamps and get changed into the crocodile, then leave the level and turn to Banjo's right and go through the pipe at the back which takes you to the snow world puzzle map. From here, head through the pipe at the top of the hill to find the second spell book.

You will get the code "BLUEEGGS" which you need to enter using the sandcastle in Treasure Trove Cove as you did with the red feathers code.

CHEATO 2

Get Mumbo to turn you into a pumpkin in Mad Monster Mansion, then leave his skull and go up the winding path to where Brentilda is waiting. Go into the small hole and follow the path to find the first spell book of the game. Now dash to Treasure Trove Cove, pump eggs



These Bottles codes will make Banjo change size and shape.



Use the pumpkin to hop through the tiny hole to reach the next spell book. Enter the code on the floor in Treasure Trove Cove and you will receive 100 Red feathers.

into Rusty Bucket to lower the water level and then you can enter the sandcastle. Kill the crab then enter the code "REDFEATHERS" by doing the Beak Buster move on the letters set into the floor of the castle. Your maximum red feather limit will increase to 100.

CHEATO 3

Speak to the third spell book by activating the 321 switch above the pool leading to Click Clock Wood and then swimming to the stairs near Rusty Bucket Bay. You'll need to be quick, as this is timed. When you've spoken to the book go to back to the sandcastle in Treasure Trove Cove and enter

You will need to swim quickly through the underwater tunnel, to reach the third spell book. Cheato will give you the last special code to give you 20 Gold feathers.

"GOLDFEATHERS" on the sandcastle floor in the same way as you did on the previous two codes.

REVERSE SPELLS

To reverse any spell cast upon you simply, return to the Sandcastle and spell "NOBONUS" and Banjo will return to normal.



BOTTLES CODES

The following seven codes are all accessed by playing the Bottles puzzle game. To get each code, you must first have obtained the previous one, ie you can't get code four until you've got code three.

To get the codes, go back to Banjo's house and once inside move so you're standing in front of the picture of Bottles that's hanging above the fireplace. Press C Up to go into look mode and move up to look at the picture then press R to speak to Bottles.

Complete the jigsaw puzzle within the time limit to get the first code. To get the other six codes, simply enter look mode and look up at the picture. When Bottles tells you that he has given you the last code, ignore him and look up again.

When you've got all the codes (or as many as you feel you can handle) go to Treasure Trove Cove, find Rusty Bucket to lower the water level and enter the sandcastle. Enter the codes in the same way you entered the eggs and feathers ones.

| | |
|-------------------|-------------------------------------|
| BOTTLESBONUSONE | - Big Head Banjo |
| BOTTLESBONUSTWO | - Big Hands & Feet Banjo |
| BOTTLESBONUSTHREE | - Big Kazooie |
| BOTTLESBONUSFOUR | - Tall, Skinny Banjo |
| BOTTLESBONUSFIVE | - Tall, Skinny Banjo With Big Hands |
| BIGBOTTLESBONUS | - Giant Banjo-Kazooie |
| WISHYWASHYBANJO | - Washing-Machine Banjo-Kazooie |



BEAR AND BIRD GET 100 RED FEATHERS.



MAD MONST



This haunted level has lots of nasty enemies to face including bats, skeletons and gruesome ghosts. You must complete some scary games in to win all the puzzle pieces.

S Since it's release, Banjo-Kazooie has topped UK rental charts. (Source: Nintendojo)



TO ENTER,
YOU NEED:
10
JIGSAW PIECES

LOCATION:

Leave Gobi's Valley and use the wading boots to cross the boiling hot sand, then head across the circular room and climb the stairs opposite. Now head to the right and use your Talon Trot to run up the slope around the edge. Open the note door at the

top of the slope. You will need to have collected at least 450 musical notes up to this point.

Dive into the pool and swim through the underwater passage to your left, then continue to swim across the next pool and enter another underwater passage. Follow this long passage to the pool at the far end, and then surface and leap onto the ledge. Jump from ledge to ledge around the pool and you will find the next incomplete picture.

Place the missing pieces into the puzzle and the door to Mad Monster Mansion will open, so dive back into the pool and swim back through the three pools to the note door.

Now drop down from the ledge and walk into the tunnel through the witches mouth, and then follow the thin ledge around the lava pool to the next doorway. Enter the cemetery and then follow the path to some large iron gates, and use your Beak Barge to knock them down. Now return to the large crypt and enter Mad Monster Mansion.

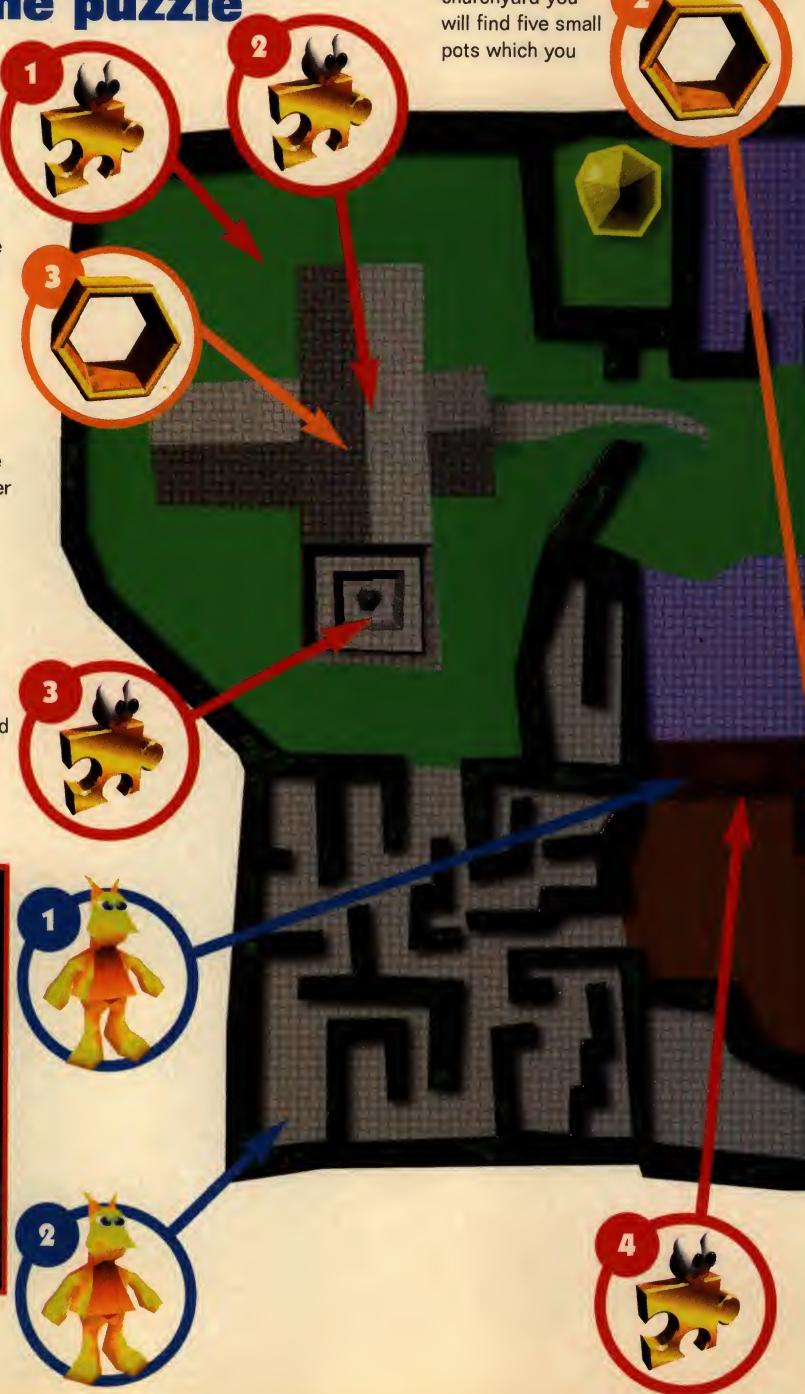


Fill in the missing spaces of the puzzle and the door to Mad Monster Mansion will open.

JIGSAW PIECE 1

From the start, turn to the right and run around the large mansion in the centre. Around the rear of the house you will find another metal gate, use your Beak Barge move to knock down the gate, and then enter the churchyard.

Around the churchyard you will find five small pots which you



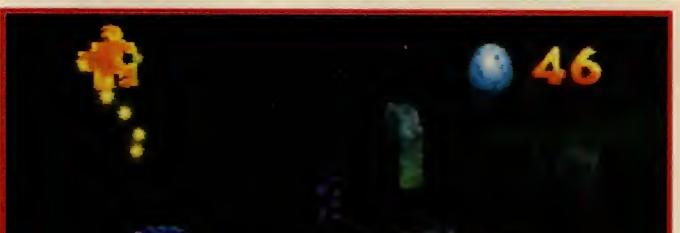
PLAYERS
One

8Mb

MEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
RareGAME TYPE:
3-D Platform
ORIGIN:
UKRELEASED:
PRICE:31 July
£49.99

WER MANSION

29



must fill with eggs. When you fire three eggs into each pot and they will sprout flowers. Continue to fire eggs into all the empty pots and

when all five pots are in bloom you will be rewarded with the first Jigsaw piece.

Break into the churchyard and fill the pots with eggs to win the first Jiggy.

JIGSAW PIECE 2

Now move around to the church entrance and use the tombstone on the right to jump up onto the church roof. Use your Talon Trot to move across the roof without falling and head for the clock tower to the left.

Hop onto the step and then follow the thin ledge around the clock face and then enter the small door. Now run around the edge to the front of the clock and use the shock jump disc to launch yourself up to the weather cock on top of the roof. Climb to the top of the pole and you can collect the second Jigsaw piece on this haunted level.

Climb on top of the church and jump up to the top of the clock tower where you'll find the next puzzle piece.



TOP TIP: Don't be afraid of the skeletons and ghosts; you can use your Wing Shield move to turn them into honeycomb energy.

PAGE No.

29

MAD MONST



Break open the door to the cellar and then search all the barrels to find the next Jiggy.



Jump onto the glass and then guide it around the lettered squares. Spell "Banjo Kazooie" before the time runs out to twin the next Jiggy.

JIGSAW PIECE 3

Drop down from the spire and head back through the churchyard gate and turn to the right. Drop down the small flight of steps and then use your Beak Barge attack to break into the cellar. Drop down into the cellar and use your Rat-A-Tat move to break open the barrels. In the last barrel on the left hand side you will find the third Mansion Jiggy.

JIGSAW PIECE 4

Exit the cellar and climb back up the steps, then head across the garden towards the shed at the back. Use your Beak Barge move to break open the door and then walk inside. Around the room you will see letters

and pictures of Gruntilda and a glass tumbler in the centre of the room. Run forwards and jump on top of the tumbler and move it around the edges of the room. Spell "Banjo Kazooie" before the time runs out and you will win the next golden puzzle piece. Watch out for the nasty ghost who will try to knock you off the tumbler, and also avoid touching the Gruntilda squares as they will hurt you.

JIGSAW PIECE 5

Leave the shed and then head to the left and follow a small path down to a gate. Turn to the left and climb the thin plank of wood and then drop down into the well at the top. Swim down to the bottom of the well and you will find the fifth

Jiggy waiting in the bucket. Be careful while swimming around in this well as there are lots of tentacles trying to catch a piece of you.

JIGSAW PIECE 6

Now climb the rope out of the well and walk back down the plank and then bust open the gate that's in front of you.

Walk around the pool to the right and then climb the stairs in the far corner and you will find a pair of running shoes and a switch.



Stomp on the church door switch and grab the running shoes, you must then dash to the entrance before the time limit elapses.



Drop down into the well and you will find the fifth Jiggy inside the bucket.



PLAYERS
OneCART SIZE
128MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
RareGAME TYPE:
3-D Platform
ORIGIN:
UKRELEASED:
31 July
PRICE: £49.99

Stomp on the switch and the door to the church will open in the opposite corner of the level.

Now you must quickly grab the running shoes and race to the church entrance, then dash through the door before the timer runs out.

Walk along the aisle in the centre and approach the large organ at the front of the church. Use the steps to jump up onto the organ and then use your Talon Trot to climb up to the music stand where you will meet Motzhand the ghostly musician.

Motzhand will play you a song on his organ and you must follow along behind him and repeat the notes just after he has played them.

If you can successfully follow both his haunting melodies you will win the next Jigsaw piece. To collect your golden prize, jump

Follow Motzhand and play the haunting melodies to win the next golden Jigsaw piece.

back to the music stand and then leap up to the top of the organ. You will find this golden Jiggy on top of the pipes.

JIGSAW PIECE 7

Exit the church and head back towards the large central mansion, then climb the drainpipe to get onto the roof. Use your Talon Trot move to run around the roof, then break open the two windows on either side of the building. Now use the shock jump disc to launch yourself onto the roof above and again use your Talon Trot to move around the sloped roof. Jump right up to the very top of the building and then drop down through the chimney. Walk out of the fireplace and then jump across to land on the chair. Leap from chair to chair and then jump onto the table and rescue the



MUMBO TOKENS

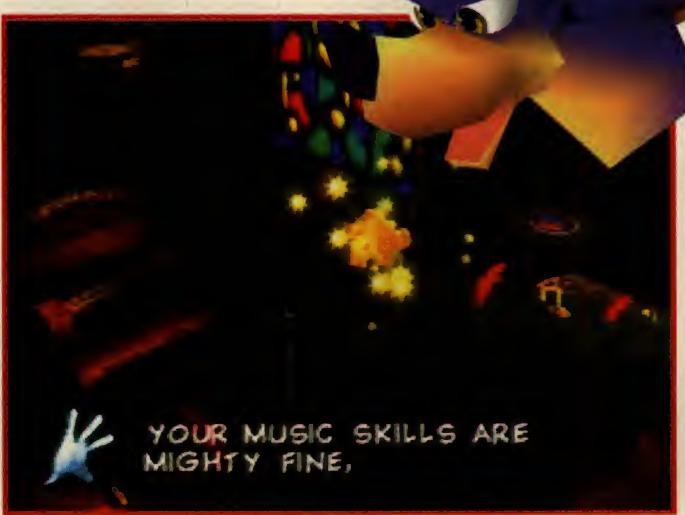


The Shaman is waiting near the church to make some drastic alterations to your looks. If you are short of tokens for this transformation, here are the tokens hidden around the mansion.

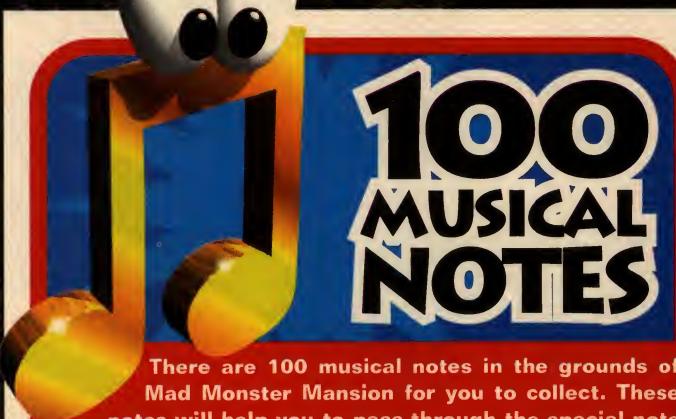
Token 1 Inside the church.
Token 2 Inside the church.
Token 3 In the churchyard.
Token 4 On the church clock tower.
Token 5 In the ghost maze.
Token 6 In the ghost maze.
Token 7 In the cellar.
Token 8 On Tumblar's shed.
Token 9 In the corner near Tumblar's shed.
Token 10 In the fireplace.
Token 11 In the well.
Token 12 In the bathroom.
Token 13 In the bathroom.
Token 14 Second floor window.
Token 15 Third floor window.



Exchange these five Mumbo tokens for powerful magic inside the Shaman's Hut.



MAD MONSTER MANSION



There are 100 musical notes in the grounds of Mad Monster Mansion for you to collect. These notes will help you to pass through the special note doors later in Gruntilda's Lair.

- 4 Notes In the Cellar.
- 4 Notes Around the pool to the right of the house.
- 3 Notes In the corner at the back of the house.
- 4 Notes In Tumblar's shed.
- 4 Notes On the wall at the front of the house.
- 8 Notes On top of the mansion roof.
- 8 Notes On the chairs around Napper's table.
- 6 Notes In the ghost maze.
- 7 Notes At the bottom of the well.
- 4 Notes On platforms around the well.
- 4 Notes On the pugs inside the church.
- 6 Notes On the organ inside the church.
- 9 Notes In the upper window at the front of the house.
- 2 Notes Inside Mumbo's Hut.
- 4 Notes On top of Tumblar's shed.
- 4 Notes In the upper window at the back of the house.
- 5 Notes In the large drainpipe.
- 14 Notes On top of the church roof.

TWO SPECIAL HONEYCOMB PIECES

There are two special honeycomb pieces hidden around Mad Monster Mansion. To find the first special honeycomb piece, return to the switch that opens the church door and stomp on it again. Grab the running shoes and dash to the church entrance before the door closes. Now jump to the top of the organ and then leap off the organ to land on a flying disc near the wall. Fly up to the rafters and you will find the first special honeycomb piece.

Now return to Mumbo's hut and have him turn you into the pumpkin again. Climb back up the slope and onto the mansion roof and then enter the window nearest to you. Hop down under the floorboards and you will find the second special honeycomb piece.



Jump carefully from chair to chair to creep up behind the sleeping ghost and snatch the next puzzle piece. If you touch the floor along the way Napper will wake up and you will have to start over again.



Jump into the toilet and sink into the sewer, where you will find the next Jigsaw piece.

Pay the Shaman a visit and he will change you into a Pumpkin.

next Jiggy from underneath the sleeping ghost. Touching the floor in this room will wake up Napper, the Jiggy's guardian, so avoid falling off the chairs until you have picked up this puzzle piece.

JIGSAW PIECE 8

Break open the door to leave this room and then head back to the churchyard, and jump over the wall to reach Mumbo's Hut. Walk into

the hut, stand on the skull in the centre and press B, then Mumbo will weave his magic spell. Leave the hut in your new pumpkin form and then hop through the small hole in the wall. Now hop past the churchyard entrance and find another small hole in the left hand wall. Climb the slope and follow the thin ledge to the rooftop, and jump through the window that you opened earlier. Jump into the toilet

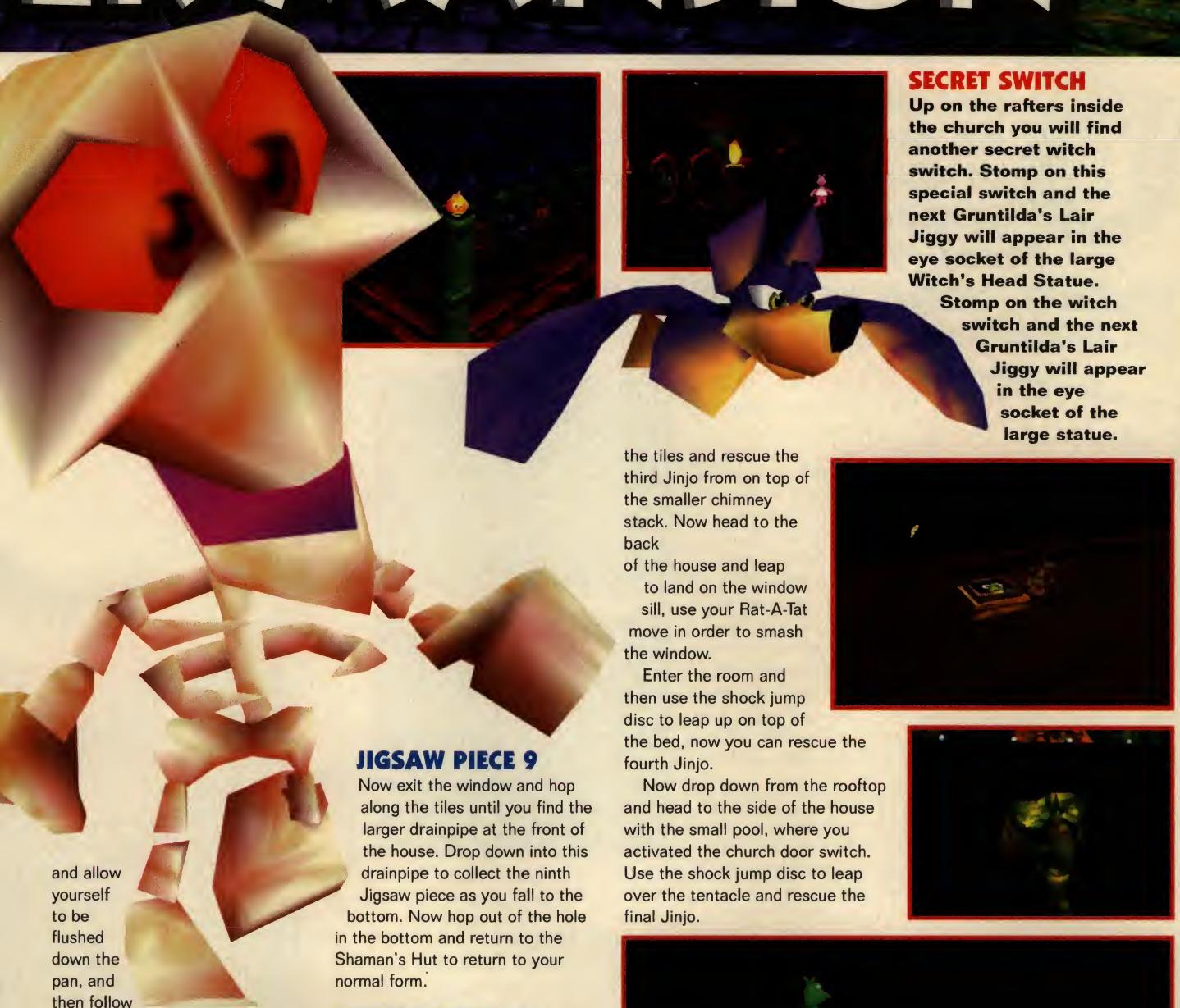


There are two special honeycomb pieces hidden on every level, find six and you can increase your health bar.

PLAYERS
OneCART SIZE
128MbMEMORY
Yep!PUBLISHER:
RareDEVELOPER:
RareGAME TYPE:
3-D PlatformRELEASED:
UKORIGIN:
UK31 July
£49.99

TER MANSION

33



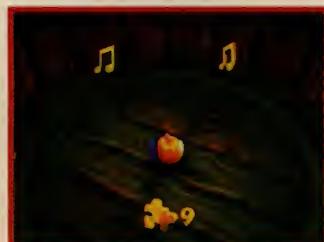
JIGSAW PIECE 9

Now exit the window and hop along the tiles until you find the larger drainpipe at the front of the house. Drop down into this drainpipe to collect the ninth Jigsaw piece as you fall to the bottom. Now hop out of the hole in the bottom and return to the Shaman's Hut to return to your normal form.

and allow yourself to be flushed down the pan, and then follow

the pipe to the bottom. In the corner you will find the next golden puzzle piece for you to collect, so grab the Jiggy and then hop back up the pipe to return to the toilet.

Drop down into the large drainpipe and you will collect the ninth Jiggy as you fall.



JIGSAW PIECE 10 (5 JINJO'S)

To win the final Jiggy on this level you must find all five Jinjo's that have been imprisoned here. Return to the basement and you will then find the first Jinjo hiding inside a barrel on the right-hand side. Now run back to the churchyard and break open the gate that leads to the maze.

Run around the maze and you will find the second Jinjo in the corner. Rescue this little fellow and then exit the maze and climb the drainpipe to get onto the roof. Use your Talon Trot to dash across

the tiles and rescue the third Jinjo from on top of the smaller chimney stack. Now head to the back

of the house and leap

to land on the window

sill, use your Rat-A-Tat

move in order to smash

the window.

Enter the room and then use the shock jump disc to leap up on top of the bed, now you can rescue the fourth Jinjo.

Now drop down from the rooftop and head to the side of the house with the small pool, where you activated the church door switch. Use the shock jump disc to leap over the tentacle and rescue the final Jinjo.

SECRET SWITCH

Up on the rafters inside the church you will find another secret witch switch. Stomp on this special switch and the next Gruntilda's Lair Jiggy will appear in the eye socket of the large Witch's Head Statue.

Stomp on the witch switch and the next Gruntilda's Lair Jiggy will appear in the eye socket of the large statue.



Rescue the five Jinjos that have been imprisoned on this level and you will be rewarded with the last Jiggy for this level.

TOP TIP: Exit this level as the pumpkin and you'll be able to squeeze through the tiny hole in the lava pool room.

PAGE No.

33

RUSTY' BUD

**LEVEL
8**

You will need to be fearless on order to complete some of the timed tasks demanded of you on this level. There are plenty of vicious enemies waiting to pounce on unwelcome visitors...



LOCATION:

Exit Mad Monster Mansion in your pumpkin form and bounce down the hill to your right. Hop through the small hole in the door and enter the tomb beyond, then walk to the far end and stand on Mumbo's skull. Have Mumbo transform you back to normal and then

use your Beak Buster move to break open the coffin. Once the coffin is open jump inside and stomp on the switch to raise the water level of the pool near the next entrance. Now change back to the pumpkin and exit through the small hole and run back up the hill into the cemetery. Head back to the lava pool and follow the ledge around to the door on the other side, then run back up the slope around the side and enter the door at the top.

Dive down into the pool and then swim to your left and along an underwater passage. Swim through the next pool and enter another underwater passage and then surface in the pool on the far side. Use your Rat-A-Tat move to break open the metal gate and then follow the passage to a beehive. Turn to the left and break open the next door and you will find the next incomplete puzzle. Fill in the missing spaces and the door to Rusty Bucket Bay will slide open. Head back to the passage and turn to the left, then follow the tunnel to the end and drop down to the floor where you will find the entrance to the next level.



Have Mumbo change you back to your normal form and then use your Beak Buster move to open the coffin.



Beak into this building through the window on the roof and you will find the first jigsaw piece inside.

JIGSAW PIECE 1

From the start, head to the left and feed the toll booth with two blue eggs. Now cross the bridge and use your Talon Trot to run up the sloped roof and down the other side. Jump onto the glass window and use the Beak Buster move to break the window, then drop inside the building. Now turn around and head along the plank and then turn to the right and jump up onto a crate. On the crate just to the right you will find the first Bay Jiggy.

JIGSAW PIECE 2

Jump down into the oily water and quickly swim through the open door. Now swim to your left and get out of the water using the ladder in the corner. Walk around the toxic pool and quickly run past the exploding box and use the

shock jump disc to launch yourself up onto the edge of the first crane. Now perform a Flip Flap jump to get up to the crane controls, and then use your Beak Barge to activate the up button. Now quickly climb the ladder to your right and run across the top of the crane, then drop down to the ship's deck and grab the second golden Jiggy. If you





PLAYERS
One



CART SIZE
8Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

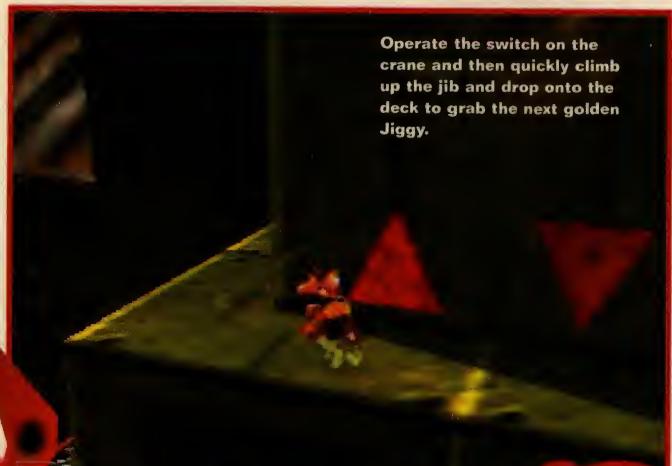
Nintendo
Rare

GAME TYPE: 3-D Platform
ORIGIN: UK

RELEASED:
PRICE:

31 July
£49.99

KET BAY



Operate the switch on the crane and then quickly climb up the jib and drop onto the deck to grab the next golden Jiggy.

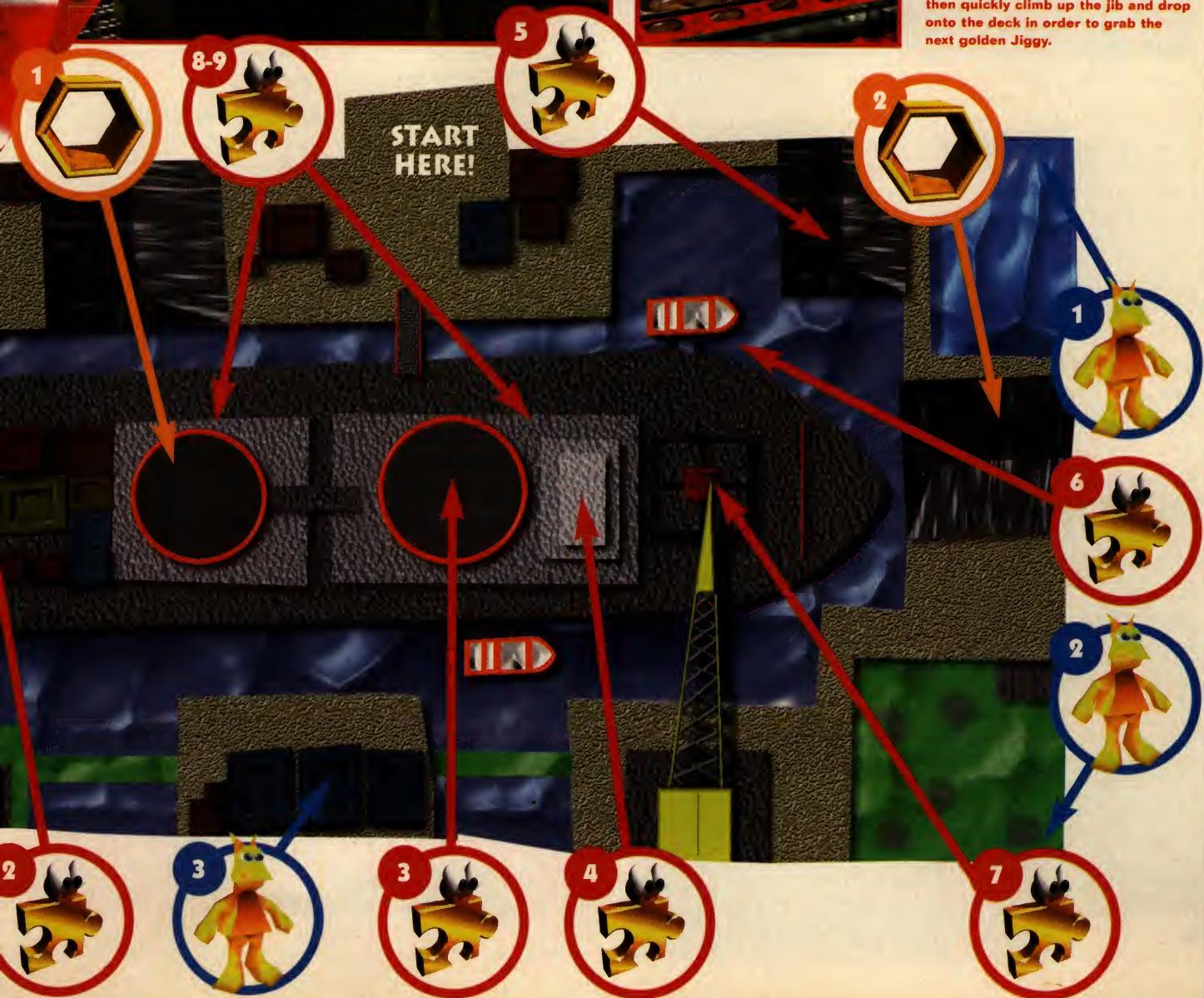
flap your wings just before you land on the ship's deck you will not take any damage from the fall.

JIGSAW PIECE 3

Now walk down the right hand side of the ship and climb a set of stairs to your left. At the top, leap up onto the platform



Operate the switch on the crane and then quickly climb up the jib and drop onto the deck in order to grab the next golden Jiggy.



TOP TIP: The water in Rusty Bucket Bay is extremely oily and will drain your oxygen levels twice as fast.

PAGE No.

35

RUSTY BU



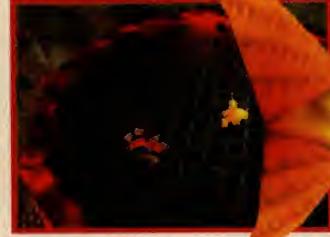
Play the right tune on the ship's horn and you will be rewarded with the next puzzle piece.

above and walk round to the front where you will find three grey numbered switches. These switches play the ship's horns, so use your Beak Buster move to bash the switches in this order: 3, 1, 2, 1, 1, 1. Complete the tune correctly and you will be rewarded with the third golden puzzle piece.

JIGSAW PIECE 4

Now walk around the back of the horn platform, and climb the ladder leading up the funnel. Climb to the top of the ladder then

follow the ledge across to the other funnel and climb the next ladder to the top. Now walk around the ledge again and cross the bridge again to reach the first funnel. Climb the ladder to the top of the funnel and



Climb the funnel to the very top and you will find the next Jiggy.

you will find the fourth Jiggy waiting for you in the centre.

JIGSAW PIECE 5

Climb back down and cross the bridge to the second funnel, and then walk down the ladder to the level below. Now leap off this platform and land on the huge stack of crates towards the rear of the boat. Leap from the highest crate and land on the TNT crate in the centre, then climb to the top of the rope and onto the crane. Walk across the top of the crane, and then head down the ladder to the operating switches.

This time use your Beak Barge to operate the down switch, and the TNT box will fall and break open the ship's hold. Now climb back to the top of the crane and drop down the hole into the hold. Inside the hold Boss Boom Box is waiting for a fight.

You can use three kinds of attacks to beat this big box. You

can use the Rat-A-Tat, Beak Barge or your invincibility shield to break through the wooden boxes. Each time you defeat a box, two smaller boxes will emerge from inside. When you have demolished all of the boxes you will win the next jigsaw piece.

JIGSAW PIECE 6

Climb out of the hold and then head towards the front of the ship. Break open the small porthole window near the lifeboat. Drop down into the window and you will then find yourself inside the Captain's quarters.

Use your Rat-A-Tat attack to kill the sailors protecting this area and then use your Beak Barge to break open the cupboard door. Now jump into the cupboard and use your Rat-A-Tat attack to defeat the eel monster that will jump out from the hole at the back of the cupboard. Once this beast is defeated you can



Activate the switch on the right hand crane and this TNT box will blast into the ship's hold.



PLAYERS
One



CART SIZE
128Mb



MEMORY
Yep!

PUBLISHER:
Developer:

Nintendo
Rare

GAME TYPE: 3-D Platform
ORIGIN: UK

RELEASED:
PRICE:

31 July
£49.99

RUSTY BUCKET BAY

37



perform a Flip Flap jump to collect the next golden Jiggy.

JIGSAW PIECE 7

Leave the Captain's room via the window and return to the rear of the boat. Drop down onto the platform at the very back of the boat, and then jump into the vent. At the bottom of the vent, use your Beak Buster to stomp on the fan switch and the fans in the engine room will slow down.

Now leave this room and make your way to the nearest funnel, and break down the small door to get inside. Now climb the ladder down to the bottom and enter the engine room. Walk forwards and wait for



Enter the vent at the rear of the boat and then activate the switch that's on the floor in order to slow the fans in the engine room.

the platform ahead to rotate. As soon as it stops moving, dash forwards and leap onto the platform on the other side. Now climb the cogs and then stand on the platform at the top and you will see a



Break the portal window near the front of the ship and you will find the next Jiggy inside the Captain's cabin.

MUMBO TOKENS



There is no magic available to you on this level, but there are 15 Mumbo tokens dotted around the bay. To help you find all the tokens available to you here are the locations of all the tokens available in Rusty Bucket Bay.

Token 1 In the engine room.

Token 2 In the engine room.

Token 3 In the engine room.

Token 4 On top of a barrel in the toxic pool.

Token 5 On the very front of the ship.

Token 6 In the vent at the front of the ship.

Token 7 In the lifeboat near the front of the ship.

Token 8 In portal at front of the ship.

Token 9 Above the first toll bridge.

Token 10 Inside the container on the left.

Token 11 Inside the central container.

Token 12 In the portal in the centre of the ship.

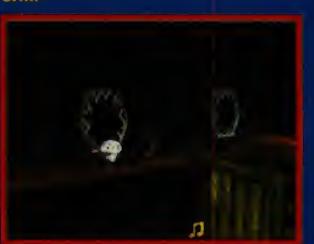
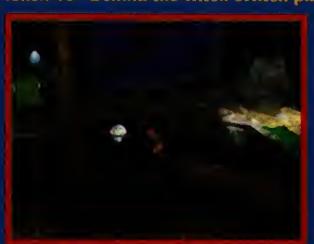
Token 13 On top of the funnel on the right.

Token 14 In the lifeboat at the rear of the ship.

Token 15 Behind the witch switch platform.



Defeat Boss Boom Box and you can win the next golden puzzle piece.



Exchange these five Mumbo tokens for powerful magic inside the Shaman's Hut.

PAGE No.

37

RUSTY BUCKET BAY



100 MUSICAL NOTES

There are 100 musical notes for you to collect hidden around Rusty Bucket Bay. Use these notes to pass through the special note doors in Gruntilda's Lair.

4 Notes In building with the first Jiggy.

2 Notes Either side of the horns.

4 Notes In the anchor switch room.

5 Notes Around the shark pool.

3 Notes On the barrels in the toxic pool.

12 Notes On the bridges between the funnels.

8 Notes In container on the left.

4 Notes In container on the right.

6 Notes Across the back of the boat..

4 Notes On the platform above the final Jinjo.

5 Notes On the gangplank.

5 Notes In the vent at the front of the ship.

4 Notes Front portal near the start.

3 Notes Captains Cabin.

3 Notes On left hand crane.

3 Notes On right hand crane.

12 Notes In the engine room.

4 Notes In the vent at the back of the boat.

4 Notes In the central porthole.

5 Notes In the vent in the centre of the ship.



Cross the tricky platforms in the engine room, then leap through the fan blades when they slow down. You will find the next Jiggy on the platform against the rear wall.

platform on either side of you. Wait until the shaft has stopped spinning and then dash to the platform on your left. Again jump across the revolving platform and you will find a switch. Turn to the right and jump through the fan when it slows down. Now turn to your left and the next Jiggy will be waiting on the platform that's at the back of the engine room.



JIGSAW PIECE 8

Head back to the switch you saw and use your Beak Buster move to activate it. As you stomp on this switch the propellers at the back of the ship will slow down, but not enough to let you grab the next Jiggy. Jump back through the fan and then leap past the other fan that's on the far side and you will find another switch.

Use your Beak Buster again to activate this switch and the propellers at the back of the boat will stop spinning for a short period of time. Now carefully but quickly jump back across the revolving platforms and then climb the ladder to exit the funnel. Dash to the back of the boat and then dive into the water then carefully and quickly grab the next Jiggy from in between the two propellers.

If you fail to reach this tricky Jiggy before the time limit expires, you will have to return to the



Quickly climb out of the engine room and then dash to the back of the boat in order to grab this Jiggy from between the blades.

engine room to activate the two switches again.

JIGSAW PIECE 9

Quickly exit the water before you drown and then walk back to the two egg toll booth. Cross the bridge and then dive into the water near the front of the boat and you will see a dolphin that is trapped underneath the ship's anchor.

Quickly follow the anchor's chain up into the ship and then hop out of the filthy oily water and into a small passage. Kill all the eels will attack you along this corridor, and then drop into the room ahead and use your Beak Buster to operate the anchor switch.

The anchor will now rise and the dolphin will be free, so return to the chain and swim back to where the dolphin was and pick up the ninth Jiggy from the bottom of the dock.



Activate these two switches in the engine room and the propellers at the back of the ship will stop.



PLAYERS
OneCART SIZE
128MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
RareGAME TYPE:
ORIGIN:3-D Platform
UKRELEASED:
PRICE:31 July
£49.99

Stomp on the switch in the anchor room to free the dolphin. The dolphin will reward you with the next Jiggy.

JIGSAW PIECE 10

(5 JINJOS)

Jump out of the water near the start and cross the two egg toll bridge. Use your Talon Trot move to run across the slanted roof and then dive into the pool at the back. Now swim quickly to the corner avoiding the hungry shark and rescue the first Jinjo from on top of the buoy.

Dive back into the pool and swim through the hole in the fence and then swim to the left and you will find another ladder. Climb the ladder and then hop from barrel to



barrel across the toxic pool in the corner. On the barrel in the corner you will find the second Jinjo that has been imprisoned on this level.

Jump back across the barrels and then follow the ledge around the toxic pool and then head for the next toll booth. Feed the booth with four eggs and then cross the bridge and you will see three large containers. Use the crates at the end to jump up on top of these containers, and then drop down into the middle container from the top. Search around the crates at the bottom and you will find the third Jinjo waiting to be rescued.

Now exit the container and head back to the start and cross the gangplank to board the ship. Run to the rear of the boat and jump off the crates to grab hold of the rope from the crane and climb up to the top. Now drop down from the crane and feed



TWO SPECIAL HONEYCOMB PIECES

There are two special honeycomb pieces hidden around Rusty Bucket Bay. To find the first special honeycomb piece dive into the shark pool and swim through the hole into the building on the right. Surface inside this building and then use your Beak Buster move to activate the honeycomb switch. No run to the flying disc and take off to grab this special honeycomb piece from near the roof. To find the second special honeycomb piece, enter the door on the funnel to the right and climb down the ladder to the bottom. Above the entrance to the engine room is a small passage and you will find the second special honeycomb piece inside.



Rescue all five Jinjos that have been imprisoned on this level and you will win the tenth and final Jiggy.

the toll Booths on either side. Walk across the bridge from toll booth eight and carefully follow the ledge to the end. Right at the end of this ledge you will find the fourth Jinjo, so rescue the poor fellow and dive into the water.

Swim across the back of the boat and then use the crate to grab some fresh air before swimming into the small hole in the wall. At the bottom of the pool you will find the fifth and final Jinjo imprisoned in the Bay, so quickly rescue this guy and you will be rewarded with the last Jiggy.

SECRET SWITCH

Stand on top of the rightmost crane and leap across to the tall platform at the rear of the ship. This may seem like a long jump but it is possible if you jump and flap your wings in the air. Once on the tall platform, use your Beak Buster move to stomp on the witch switch and the next Gruntilda's Lair Jiggy will appear



Stomp on the witch switch and the next Gruntilda's Lair Jiggy will appear on the platform above the first pool.



There are two special honeycomb pieces hidden in Rusty Bucket Bay, find these special items and you can increase your health bar.

CLICK CLOCK

**LEVEL
9**

Click Clock Wood has four different seasons for you to explore. Each season has its own enemies for you to face and numerous obstacles to overcome.



LOCATION:

Exit Rusty Bucket Bay and turn to right and leap across to the Rare crate in the far corner. Use your Beak Buster move to break it open and stomp the switch underneath to raise the water level.

Now swim back to the first pool and surface, then

jump up the four small platforms and open the next note door (640 Notes are required). Now dodge the tentacles as you run through the passage and then at the end of the passage head to the right. Quickly dodge the bull and use the two leaves on the large tree trunk to jump up onto the upper ledge.

Walk past the next note door and walk around the ledge to the far side, where you will find a special switch. Use your Beak Buster to stamp on this switch and the last picture will become now be available. You have a long journey now to find this picture, so return to the central tree and drop down to the floor below. Head back through the tentacle tunnel and then walk all the way back to the large pool to the left of the entrance to Treasure Trove Cove. Swim down through the underwater passage and you will find the next incomplete picture. Fill in the missing pieces of the puzzle and the door to Click Clock Wood will open. Dash all the way back through Gruntilda's lair and return to the area where you activated the special switch. Run up the hill and enter Click Clock Wood.



JIGSAW PIECE 1

From the start, turn around and walk across the bridge and you will find the Spring switch on the floor. Activate this switch and the door to the first season will open, then walk through the door and enter the first area of this level.

Head over to the right hand side and jump into the water, then swim to the right and walk up the slope and follow the path around to the tree in the centre. Now head to the left and follow the path around the tree, then use your Talon Trot to run up the steep slope and continue to follow the path cut into the tree. Follow this path to the top and then you must leap around from platform to platform by jumping out and then back in towards the tree to land safely on the next platform.

Use the shock jump disc to launch yourself up to the next level and then continue to jump around the tree until you see a half built tree house. Stand



Activate the spring switch and the door to the first season will open.

near the front of the half built building and then drop down onto the platform below, now move carefully and jump onto the half built bridge. Walk along the wooden bridge; hopping the gaps until you arrive at Nabnut the Squirrel's house. Use your Beak Buster to stomp on the Summer switch. This opens the door to the summer season. Continue to jump from platform to platform climbing up the tree.

At the end of the next set of platforms turn to the left and walk around to the back of the eagle's nest and then use the shock jump disc to jump up on top of the egg. Use your Beak Buster move to break open the egg, and Eyrie the eagle will hatch. Leave the nest and continue to climb up the wooden platform around the tree. At the top of these platforms, turn to the right and use your Beak Barge to break open the door into the tree. Now enter the area at the very top of the tree, dodge the tentacles and grab the first Jiggy from the floor.

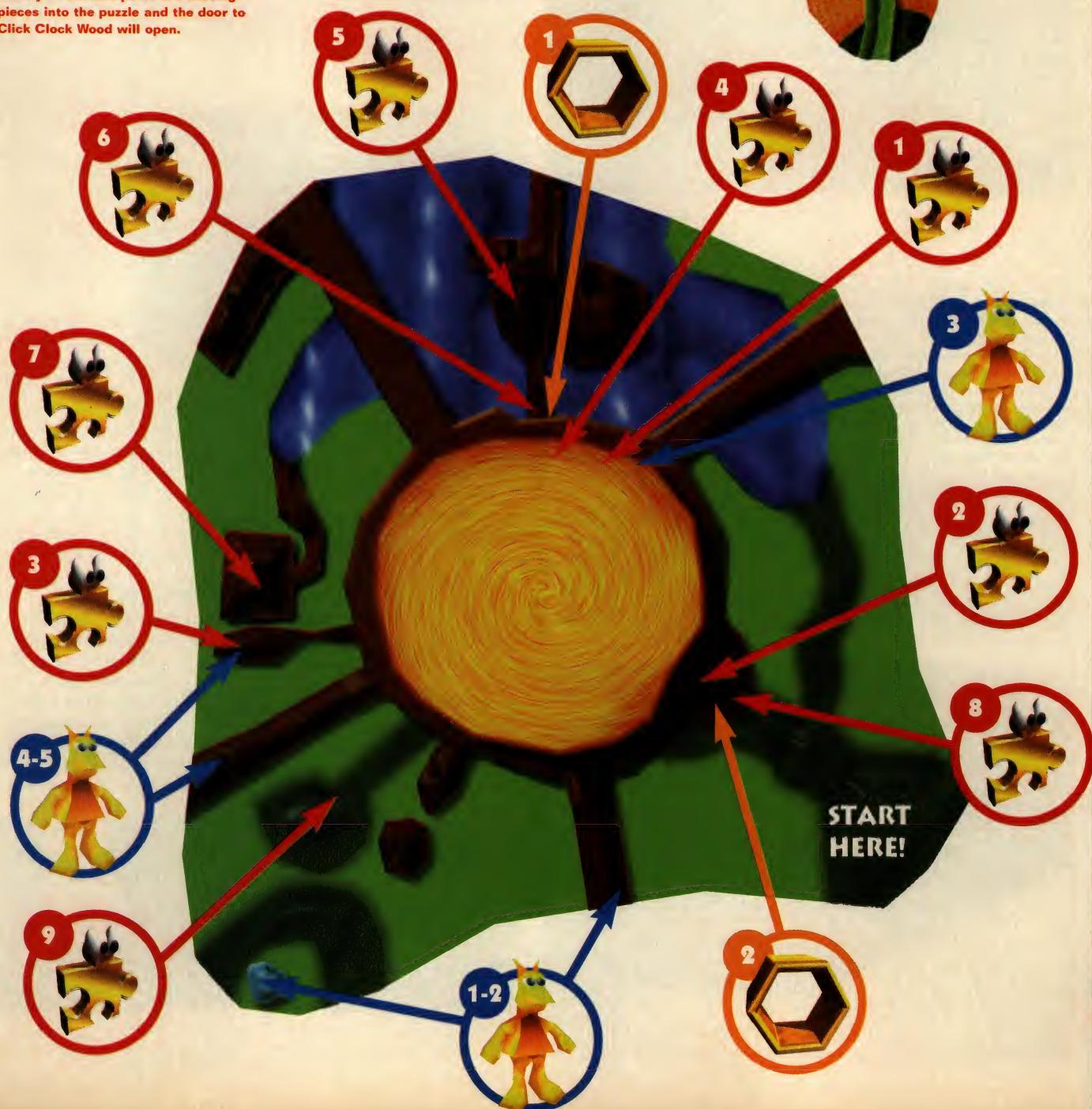


PLAYERS
OneCART SIZE
8MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
RareGAME TYPE: 3-D Platform
ORIGIN: UKRELEASED:
PRICE:31 July
£49.99

Once you are able place the missing pieces into the puzzle and the door to Click Clock Wood will open.



This small map shows the entrances to the four seasons.



CLICK CLOCK WOOD



Climb to the very top of the tree and the first Jiggy is waiting to be collected inside the door, to the right.

TWO SPECIAL HONEYCOMB PIECES

There are two special honeycomb pieces hidden in Click Clock Wood and both can be found in the winter season.

To find the first special honeycomb piece, dive into the hole in the freezing water and quickly swim to the Beaver's house. You will lose your air twice as quick whilst in this icy water so you will have to be really quick to avoid losing a life. Inside the Beaver's house you can find the first special honeycomb piece on top of the shelves to your left. To find the second special honeycomb piece, climb up the tree to the Squirrel's house and then use the flying disc nearby to launch yourself into the air. Use your Beak Bomb move to break the glass of the upper window and then climb inside. Inside the Squirrel's storage room you will find the last special honeycomb piece in the game, you can use the huge pile of acorns to jump up and collect it.



There are two special honeycomb pieces hidden in Click Clock Wood, find these last two special items and you can increase your health bar.



jump back across the thorns and grab the wading boots, then dash for the slope to

your right. Dodge the bull and jump over the small fence and fire three eggs into the hole in the centre. The plant will begin to grow. Now swim through the pool and exit this area and head for the Summer door and the next season of fun.

JIGSAW PIECE 2

Exit the area at the top of the tree and then make your way back to the bottom of the tree, and jump across the thorns to Mumbo's hut. Walk into the hut and stand on the skull in the floor and then press B and Mumbo will perform his last magic spell in the game.

In your new Bumblebee form, fly up to the very top of the tree and then circle around it and you will find the next golden puzzle piece on a small ledge at the very top. Fly through the snapping plant and grab this golden Jiggy, then fly back down to Mumbo's hut and have him change you back. Now



Use Mumbo's magic to transform into a bee and then fly to the top of the tree to find the second golden jigsaw piece.

PLAYERS
OneCART SIZE
128MMEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
RareGAME TYPE:
3-D Platform
ORIGIN:
UKRELEASED:
PRICE:31 July
£49.99

CLICK WOOD



Climb up the leaves to the top and you will discover the next Jiggy.

Barge to break the rock in front of the beaver's house and then walk around the tree stump behind you to collect the second caterpillar.

Now continue to run around the lower area of the tree and you will find the Autumn switch to activate in the corner.

Kill the bird protecting this switch and then use your Beak Buster to activate this switch and open the door to the next season. Run back towards the beaver's cave and run up the slope in the left hand corner and head towards the large tree in the centre. Dash to the right and then follow the next path back down to the flower where you will find Gobi the camel.

Use your Beak Buster to stomp on Gobi's back and water will squirt

into the flower's hole. Now run back to the slope and climb back to the tree and continue to move to the right. Walk down the next path to the right and you will find the third caterpillar. Head for Mumbo's hut and you will find the fourth caterpillar waiting just outside.

Return to the large central tree and climb up to the start of the steep slope cut into the side of the tree. Turn to your right and jump onto the leaf and then jump from leaf to leaf around the tree to the right. On the platform at the top of this leaf climb you will find the first summer Jiggy.

JIGSAW PIECE 4

Return down the leaves to the start of the steep slope cut into the side



There are 100 musical notes for you to collect hidden around the four seasons of Click Clock Wood. You can use these notes to open the special note doors in Gruntilda's Lair.

4 Notes (Spring) Outside the door.

4 Notes (Spring) Near the plant.

12 Notes (Spring) On the branches around the tree.

2 Notes (Summer) On the leaves near the start.

2 Notes (Summer) In the Beavers house.

4 Notes (Summer) Near the tree house.

3 Notes (Summer) Near the Bee Hive.

5 Notes (Summer) Near the Squirrels house.

3 Notes (Autumn) In the Squirrels house.

2 Notes (Autumn) In the Beavers house.

8 Notes (Autumn) Around Eryie's nest.

4 Notes (Autumn) Inside the Bee Hive.

5 Notes (Autumn) Along the wall near the plant.

3 Notes (Autumn) Near the start on the ledge to the left.

19 Notes (Autumn) On the climb to the top of the tree.

4 Notes (Winter) Outside the Squirrels house.

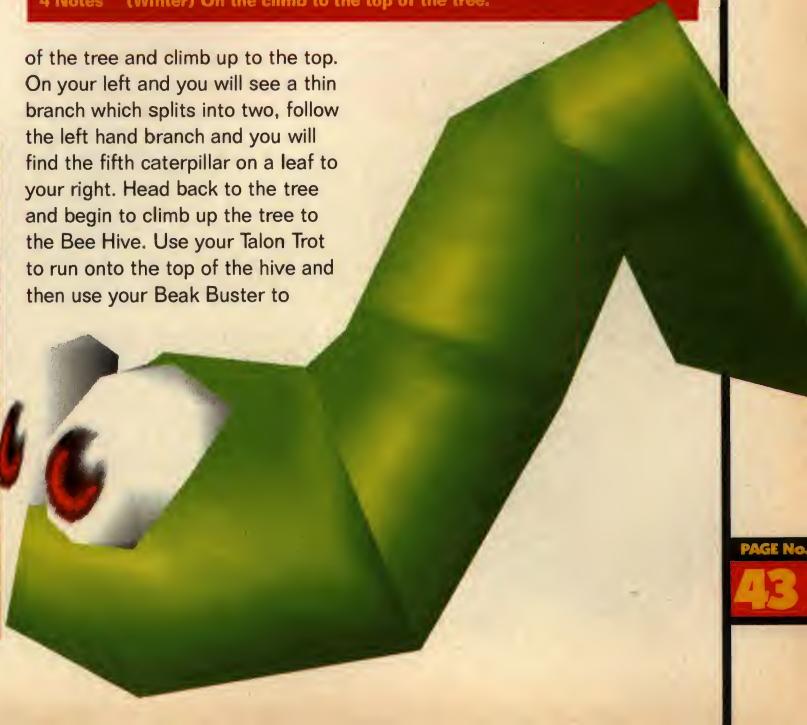
4 Notes (Winter) On the ledge near Eryie's nest.

4 Notes (Winter) On top of the tree house.

4 Notes (Winter) On the climb to the top of the tree.



of the tree and climb up to the top. On your left and you will see a thin branch which splits into two, follow the left hand branch and you will find the fifth caterpillar on a leaf to your right. Head back to the tree and begin to climb up the tree to the Bee Hive. Use your Talon Trot to run onto the top of the hive and then use your Beak Buster to



CLICK CLOO



Fight off the bees attack with your wing shield and you will win the next golden puzzle piece.



break a hole in the top. Drop down into the hive and then the Zubba's will attack you and try to sting you! Stand on the platform in the centre of the hive and activate your Shield move to kill all the bees as they attack you. When all the bees are dead you can collect the next golden jigsaw piece.

Jigsaw Piece 5

Exit the Bee hive and then jump around the platforms cut into the tree to the left. Climb all the way to the top of this section and then head towards the tree house to your left. Grab the sixth caterpillar from the ground in front of you and then carefully enter the tree house. On a platform



in the far left hand corner you will find the next summer Jiggy. To collect this Jiggy, leap over to the corner platform with the extra life and then leap across the back of the tree house to grab this golden puzzle piece.

Now drop down to the platform below the house and follow the wooden bridge around the tree to the Squirrel's house. Keep moving around the tree until you arrive at Eyrie's nest, then feed the little chick the five caterpillars that you have collected.

Eyrie will begin to grow and then will fall asleep again. Make your way to the bottom of the tree and then leave this area and head for the next season.

JIGSAW PIECE 6

From the door, head to the right and dive into the water and head for the Beaver's house. Providing you broke the rock in front of the entrance in the summer season you will be able to swim into the Beaver's house and collect the first autumn Jiggy.

JIGSAW PIECE 7

Now exit Gnawty's house and swim round the pool to the left. Jump out of the water near the flower and then dash past the bull and jump over the tiny fence. Gobi the camel

is still here, so jump onto his back and use your Beak Buster move to stomp on his hump. As you do this Gobi will squirt more water into the flower's hole, the plant will grow to full height and the next autumn Jiggy will appear at the top. To collect this golden puzzle piece, climb up the tree to the Bee hive and then drop down over the edge and land on top of this beautiful flower.

JIGSAW PIECE 8

Now climb back up the tree to the squirrel's house where you will find Nabnut outside searching for acorns. He needs six more acorns before he can settle down for the winter, so search the platforms around the house and retrieve the six acorns.

Give these acorns to Nabnut and he will reward you with the next golden puzzle piece.

Now continue to climb up the central tree and you will find the winter switch near Eyrie's nest. Use your Beak Buster to activate this switch and the door to the winter season will now open.

Head to Eyrie's nest and feed the eagle ten juicy caterpillars. The Eagle will then grow to almost full size. Now carefully make your way back down the tree and head for the last season.



Fire eggs into the hole in spring and a small flower will emerge. Now water the flower in the seasons of summer and autumn and the plant will release its golden prize. To collect this Jiggy climb the tree to the bee hive and then drop over the side.

PLAYERS
OneCART SIZE
128MMEMORY
Yep!PUBLISHER:
Developer:Nintendo
RareGAME TYPE:
ORIGIN:3-D Platform
UKRELEASED:
PRICE:31 July
£49.99

BEAK WOOD

JIGSAW PIECE 9

From the doorway, use your Talon Trot to dash over to the left; avoiding the snowman and heading for the flying disc in the centre. Use the disc to launch yourself into the air and then fly around the tree using your Beak Bomb attack to destroy the annoying snowmen. Now fly up to Eryie's nest and



speak to the fully grown eagle and he will show you how he has learnt to fly. Let the eagle take off and he will fly past and drop the ninth Jiggy into his empty nest to say thanks for all the help you have given him through the seasons.

JIGSAW PIECE 10

(5 JINJOS)

Now make your way back down the tree and head for the flying disc near Mumbo's hut. Launch yourself into the air and land on top of Mumbo's Hut where you will find the first Jinjo in need of rescuing. Now exit the winter season and head back to autumn where you will find the next

Jinjo waiting on the top of a pile of leaves near the blooming plant. Quickly rescue this Jinjo and then head for summer entrance. From the doorway, run around to the left and follow the line of the wall and you will find the third Jinjo right in the corner almost hidden in the long grass. Dash past the bees and offer this little guy some assistance and then leave the summer season and head back to spring to find the last two Jinjos. Head to the right, then jump into the water and swim around to the right until you find a slope joining the centre tree. Walk up this slope and the run around the tree to the left and head for Mumbo's Hut. Have Mumbo change you back into Bee form, then fly up to the bee hive. Enter the bee hive and you will find the fourth Jinjo standing on top of the honeycombs waiting to be rescued.

Help this little fellow and then fly out of the bee hive and fly up the tree to the door at the top. In the venus flytrap opposite this door waits the fifth and final Jinjo. Fly through this plant and free the last Jinjo and you will be rewarded with the tenth and final Jiggy on this level.

MUMBO TOKENS



You can find Mumbo during the season of spring and he will use his last magical spell to turn you into a bee. Before this transformation can take place you will need plenty of Mumbo tokens, so here's where to find them.

- Token 1 (Spring) To the right of the entrance.
- Token 2 (Spring) On broken house platform.
- Token 3 (Spring) On top of the Beehive.
- Token 4 (Spring) On ledge near Eryie's nest.
- Token 5 (Spring) On the climb to the top of the tree.
- Token 6 (Spring) On the climb to the top of the tree.
- Token 7 (Spring) On the climb to the top of the tree.
- Token 8 (Spring) Inside the squirrels house.
- Token 9 (Summer) In the water to the right.
- Token 10 (Summer) In Mumbo's hut.
- Token 11 (Summer) On ledge near Eryie's nest.
- Token 12 (Summer) In the corner near the plant.
- Token 13 (Summer) On the climb to the top of the tree.
- Token 14 (Summer) On the climb to the top of the tree.
- Token 15 (Summer) On the climb to the top of the tree.
- Token 16 (Autumn) To the right of the entrance.
- Token 17 (Autumn) Near Mumbo's hut.
- Token 18 (Autumn) On platform opposite the plant.
- Token 19 (Autumn) Near the tree house.
- Token 20 (Autumn) On the climb to the top of the tree.
- Token 21 (Winter) Under a snowman.
- Token 22 (Winter) Near the dead plant.
- Token 23 (Winter) Near the abandoned Bee hive.
- Token 24 (Winter) By the tree stump on frozen lake.
- Token 25 (Winter) Outside the Squirrels house.

SECRET SWITCH

In the season of winter use the flying disc in front of Mumbo's hut to take off and then fly up destroying the snowball throwing snowmen. On a platform near the squirrels house you will find the secret switch for this level. Use your Beak Buster move to activate this switch and the last Gruntilda's Lair Jiggy will appear at the top of the tree just outside this level.



Activate the witch switch in the winter season and the last Gruntilda's Lair Jiggy will appear.



Rescue the five Jinjos that have been imprisoned on this level and you will be awarded the tenth and final Jiggy.

GRUNTILDA

**LEVEL
10**

Gruntilda's Lair is the main castle area where all the entrances to the nine other levels can be found. There are also ten jigsaw pieces hidden inside the witch's castle.

LOCATION:

Climb the spiral slope in the centre of the training area and providing you have completed your training exercises you will be permitted entry into Gruntilda's Lair. From here you can access every other level.

**TO ENTER,
YOU NEED:
COMPLETE
TRAINING
AREA - SPIRAL
MOUNTAIN**





PLAYERS
One



CART SIZE
8Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Nintendo
Rare

GAME TYPE: 3-D Platform
ORIGIN: UK

RELEASED:
PRICE:

31 July
£49.99

SLAIR

JIGSAW PIECE 1

Enter Gruntilda's Lair and you will see a picture of the witch on the wall in front of you. Turn to your left and jump up the platforms against the wall, and you will find the first Gruntilda's Lair Jiggy.

Place this into the first puzzle and the door to Mumbo's Mountain will then open.



8 CHEATO 3
(PAGE 12)

8 RUSTY
BUCKET
BAY

5 FREEZEEZY
PEAKS

6 GOBI'S
VALLEY



7 MAD
MONSTER
MANSION

9 CLICK
CLOCK
WOOD

GRUNTY'S
FURNACE
FUN

47

TOP TIP: Marked on this map are the locations of all three Cheato Spell Books and Level Entrances.

PAGE No.

47

GRUNTILDA



Use the termite to climb up the steep slope and grab this golden puzzle piece.



JIGSAW PIECE 3

Activate the secret witch switch in Treasure Trove Cove and the third Gruntilda's Lair Jiggy will get fired out of the cannon at the entrance to this level. Exit this level and then jump onto the cannon to climb up onto the ship to the left. Now continue across the rear wall and you will find the third Gruntilda's Lair Jiggy on the highest platform.



end of the passage you will find a special switch, so use your Beak Buster to activate this switch and a shock jump disc will appear near the golden pot.

Now use this shock jump disc to jump into the pot and you will fall through a hole in the floor and down through the blown-up witch's hat. You will find the fifth Gruntilda's Lair Jiggy at the bottom of this hole.

JIGSAW PIECE 4

Activate the secret witch switch in Clanker's Cavern and the eyes of the witch portrait will pop up. Use your Beak Buster to stomp on both the raised eyes and the fourth Gruntilda's Lair Jiggy will be yours.



JIGSAW PIECE 5

Activate the secret witch switch inside one of the tall hut platforms and the top of the huge witch statue will blow up! To collect this Jiggy head to the golden pot and then use your Beak Barge to knock down the wall to the left. At the



To collect this next puzzle piece, activate the shock jump switch and then use the disc to jump into the golden pot.



JIGSAW PIECE 2

Activate the secret witch switch in Mumbo's Mountain and the second Gruntilda's Lair Jiggy will appear on top of Mumbo's Mountain. To collect this golden puzzle piece, enter the level and visit the shaman so he can turn you back into a termite.

Now exit the level and use the tiny termite to climb the hill and grab the second Jiggy.



PLAYERS
One



CART SIZE
128M



MEMORY
Yep!

PUBLISHER:
Developer:

Nintendo
Rare

GAME TYPE: 3-D Platform
ORIGIN: UK

RELEASED:
PRICE:

31 July
£49.99

SLAIR



Activate the blue switch and then dash for the flying disc in the next room. Now fly back to the calendar and grab the next Jiggy from the window at the top.



Gruntilda's Lair Jiggy will appear on top of the advent calendar.

Exit the level and run back to the room with all the cobwebs, then shoot the cobwebs with your eggs until they break and disappear. Now return to the bottom of the advent calendar and use the shock jump disc to jump up to the next level. Run across to the left and you will find a blue switch and a pair of running shoes.

JIGSAW PIECE 7

Activate the witch switch in Gobi's Valley and the next Gruntilda's Lair Jiggy will appear near the golden

pot. Exit the level and then run back to the pot and use the shock jump disc revolving around the pot, to jump up and grab this high up golden Jiggy.

JIGSAW PIECE 8

Activate the witch switch high in Mad Monster Mansion and the next Gruntilda's Lair Jiggy will appear in the eye socket of the large witch head statue. Now exit the level and return to the advent calendar and climb back up to the blue switch. Activate the switch, grab the running shoes and dash for the flying disc in the next room. As



Activate the shock jump switch and then use this disc to launch yourself at this next golden puzzle piece.



Use the blue switch on the advent calendar to activate the flying disc, then dash to the disc to get yourself airborne. Use your Beak Bomb attack to break the eye socket of the statue and fly into the space to collect this Jigsaw piece.



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PAGE NO.

GRUNTILDA'S LAIR



Use the switch underneath the Rare crate to raise the water level, then swim back to the first pool to find the next Gruntilda's Lair Jiggy.

soon as your feet touch the disc, launch yourself into the air and then use your Beak Bomb attack to bust open the eye socket on the statue. Now just fly into the socket and grab the eighth Jigsaw piece.

JIGSAW PIECE 9

Activate the switch on the tall platform at the back of the ship in Rusty Bucket Bay and the next Gruntilda's Lair Jiggy will appear on a platform above the first pool. Now

leave the level and stomp on the switch inside the rare box to raise the water level to the right height. Swim back to the first pool, swim up to the surface, and leap out of the water onto the ledge. Here you can collect the ninth Gruntilda's Lair Jiggy.

JIGSAW PIECE 10

In the winter season of Click Clock Wood, activate the witch switch and the last Gruntilda's Lair Jiggy will appear on top of the tree outside the level. To collect this golden puzzle piece, enter the season of spring and have Mumbo



change you back into a bee. Now exit the level and fly up to the top of the tree to grab the tenth and final Gruntilda's Lair Jiggy. Activate the switch, grab the running shoes and dash for the flying pad in the room with the cobwebs. As soon as your feet touch the flying disc, press A to launch yourself into the air and then fly back to the advent calendar to grab the sixth Jiggy.

JIGSAW PIECE 7

Activate the witch switch in Gobi's Valley and the next Gruntilda's Lair Jiggy will appear near the golden pot. Exit the level and then run back

to the pot and use the shock jump disc revolving around the pot, to jump up and grab this high up golden Jiggy.



Exit the wood in your Bee form and fly up to the top of the tree to grab the game's final Jiggy.





PLAYERS
One



CART SIZE
128M



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Nintendo
Rare

GAME TYPE:
ORIGIN:

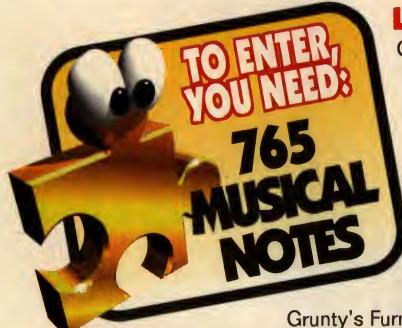
3-D Platform
UK

RELEASED:
PRICE:

31 July
£49.99

GRUNTY'S FURNACE FUN

Grunty's Furnace Fun is the witch's special game show where she will test your knowledge and skill, with the chance of rescuing Tooty as the star prize.



Grunty's Furnace Fun.



Open the note door at the top of the tree and then jump onto the disc to enter Grunty's Furnace Fun.

LOCATION:

Climb the tree near the entrance to Click Clock Wood and open the next Note Door. You will need to have collected at least 765 musical notes up to this point before you can pass through this special door.

Follow the passage to the end and then jump onto the central platform to be whisked into

BANJO KAZOOIE

Step onto this square and you will be asked a question relating to the game. This question could be about any of the characters or levels that you have passed through whilst playing the game.

You are offered a choice of three different answers and you must choose the correct answer within the ten second time limit.

VISUAL QUESTION

Step onto the Visual question square and you must answer a question regarding to the whereabouts of certain items or characters. The pictures you will be shown are normally close-ups and so it can be tricky to pinpoint the level it relates to.

AUDIO QUESTION

The Audio question squares will test your knowledge about the level music and voices of the characters you have met.

Listen carefully to the tune or the voice and then highlight the one you think is the correct answer from your choice of three.

If you answer the question correctly you can proceed across the game board, but if you fail you will lose an energy piece.



GRUNTILDA QUESTION

Step onto the Gruntilda question square and you will have to answer a question about your evil hostess. If you have spoken to Brentilda throughout the game you should have no trouble with these questions. However if you have not spoken to Gruntilda's sister you will just have to guess.

JOKER QUESTION

These special squares will reward you with two joker cards if you can answer the question correctly. The jokers will enable you to skip certain game squares by pressing the B button, which can help when approaching the final stretch. The question could be on almost any game related subject, and as before you will have a choice of three different answers.

DEADLY QUESTION

The deadly question square is the most difficult square on the entire game board. This could be from any of the categories of questions, so it is a bit like a lucky dip. The major



problem with these squares is that you will be flipped off the game board and into the lava if you answer the question incorrectly. Tread carefully on these squares or use a joker to pass them safely.

TIMED CHALLENGE

When you step onto a timed challenge square you must complete the task set in the time limit allowed. These challenges could be any of the timed challenges you have completed previously. Complete the set task within the time limit and you will be able to proceed onto the next game square. However, if you fail in the challenge you will lose an energy piece and will have to attempt the challenge again.



FINAL BATTLE

Once you've successfully completed the game board and rescued Tooty, Banjo and his friends begin to party. It doesn't last long as there is one more quest that you must undertake.



and four more note doors. Jump into the cauldron in the centre and Dingpot will fire you up to the roof where the final battle will take place.

LOCATION:

Climb the stairs to the right and then open the next note door on the right. You will need to have collected at least 810 musical notes to break the spell on this door. Enter the room on the other side and you will see another incomplete picture on the wall ahead. Fill in the missing pieces and the large door to your left will open; revealing a cauldron called Dingpot



Dodge Gruntilda's flying attack and then bash her when her broomstick splutters and stops.

THE FOUR NOTE DOORS

The four note doors in this final area all hold a special surprise for you. Inside the four doors here is what you can find.

| | |
|------------|---|
| /828 Notes | - Refill Blue Eggs to the maximum. |
| 846 Notes | - Refill Red Feathers to the maximum. |
| 864 Notes | - Refill Gold Feathers to the maximum. |
| 882 Notes | - Honeycomb Puzzle to double your life bar. |

THE FINAL BATTLE

At the start of the final battle Gruntilda will be flying around on her broomstick. As she zooms towards you, quickly side-step her attack and then turn to face the next attack run. After a couple of attempts to knock you over, Gruntilda's broomstick will splutter and stop momentarily. Quickly dash over to the witch and use your Rat-A-Tat attack to whack the witch.

Now run away to dodge the incoming fireball attack, and repeat until Gruntilda moves to the side of the castle. Quickly dash to the side of the castle and duck down behind the wall to evade her fireball attacks. Now after the fourth fireball, leap onto the side ledge and shoot the witch with your eggs. Each time you manage to hit the witch with your attack she will move around the castle and start throwing fireballs again.

Splat the witch on all four sides of the building and she will then take to the skies for a second time. Wait until the flying disc appears on the roof, and then use it in order to launch yourself into the air. Now fly around the skies and use your Beak Bomb attack to dive bomb the witch whenever she is still. When you have hit the witch four times she will initiate her shield that you will not be able to penetrate.

Drop down to the castle roof and four small Jinjo statues will appear in the corners. Feed the



Fill in the missing pieces of the puzzle and the door to the final battle will open.





PLAYERS
One



CART SIZE
128M



MEMORY
Yep!

PUBLISHER:
Developer:

Nintendo
Rare

GAME TYPE: 3-D Platform
ORIGIN: UK

RELEASED:
PRICE:

31 July
£49.99



statues with eggs and one by one they will fly up and attack the evil witch. Keep on the move all the time as the witch will up her fireball attacks. Once all four corner Jinjos have inflicted their damage on Gruntilda, the final Jinjo will appear in the centre of the roof. Dash around the central statue and fire eggs into the four holes on each side. It will take a few eggs in each hole to activate

this final Jinjo, so keep firing eggs until the hole is sealed.

Once you have filled all four holes the final Jinjo will join the other four Jinjos and knock the witch over the side of the castle.

Congratulations you have rescued Tooty and destroyed the evil Witch.

All that is left for Banjo and his friends is to take a well deserved holiday.

Congratulations!



Banjo-Kazooie CHEATS

These new cheats can be entered without having previously found or done anything special (although you'll need to have unlocked Treasure Trove Cove).

INFINITE BLUE EGGS

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'BANJOBEGSFORPLENTYOFEGGS'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your eggs total will not change, but you will now have an endless supply.

99 MUMBO TOKENS

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'DONTBREADUMBOGOSEEMUMBO'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your Mumbo Tokens total will increase to 99.

INFINITE RED FEATHERS

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'NOWYOUCANFLYHIGHINTHESKY'. Again, a cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your red feathers total won't change, but you will now have an endless supply.

INFINITE LIVES

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'LOTSGOESWITHMANYBANJOS'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your total of lives will not change but you will now have an endless supply.

INFINITE AIR

There'll be no more fear of drowning with this code as you'll have an endless supply of air. Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'GIVETHEBEARLOTSOFAIR'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code.

INCREASE ENERGY

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'ANENERGYBARTOGETYOUFAR'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. This code will increase your energy bar to the maximum size of eight. You must re-enter this code each time you begin a new game.



With Earth now a scavenging ground for bounty hunters, your mission is to make your fortune and dispose of rival gangs.



Jump onto your anti-grav bike and head into the depths of the planet to save us all from the Mechanoid Defence Force.



**LEVEL
1**

NUKE

STRATEGY:

Forsaken begins with an easy level that you'll have no problems in completing. Use this level to master control of your airborne bike and learn to use your huge arsenal of weapons. This first mission is set in a deserted nuclear base, and your objective is to destroy all the 24 enemies that are scattered around the base. Fly your machine through the twisting tunnels and passages and search out enemies that are hiding

around the base. Most of the time you'll find the enemies are alone and can be easily disposed of. However, there are a couple of larger areas which hold anything up to four enemies at any one time; if you fly straight into the middle of these areas you will be attacked from all sides and therefore take plenty of damage along the way. The best way to tackle these groups of enemies is to use a tunnel or wall as cover and keep popping out to shoot them.

Once you've unloaded a few rounds, dive back behind the wall and then wait for the enemies to move towards you. This should protect your bike from taking too much damage and enable you to pick off your enemies one by one. There are plenty of different weapons to choose from and you'll find these pickups scattered around the level.

Missile attacks cause much more damage to enemies than your normal blast weapon, it's therefore wise to launch a missile into a group of smaller

INFO

Level 1: Nuke

Difficulty: Easy

Mission Objective:
Eliminate all enemy robots.

Enemy Types:
Beam Turret,
Levitank,
Suppressor, Fodder,
Mec Ton.

Power-ups: Mug,
Power Pod, Scatter,
Orbital Pulsar,
Shield, Solaris.



Use this level to master control of your bike and to learn which weapons have the best results against assorted enemies.

RIDE FAST AND BLAST

There are 24 enemy ships on this level, and you must destroy them all.

1



1 Use Mug Missiles to eliminate the small tanks quickly.

enemies in order to split them from their group.



The time you take to destroy all of the enemies on this level will decide on which difficulty level you play

through the rest of the game. If you manage to clear the plant in under 2:40 you will start the next level on the 'medium' difficulty setting, but if you manage to complete the mission in under 1:40 you will start the next level on the 'hardest' difficulty setting. Any time above 2:40 will move you on to the second mission on the 'easiest' difficulty setting.

PLAYERS
1-4CART SIZE
128MbMEMORY
YesPUBLISHER:
Igloo UKAcclaim
Iguana UKGAME TYPE: Shoot-'em-up
ORIGIN: UKRELEASED:
PRICE:June '98
£59.99

N64


64 SAYS

IN ISSUE 14
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64 MAGAZINE ISSUE
19 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
NEWSAGENTS

THE FIRST AND BEST
NINTENDO 64 MAG!

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2 Your Pulsar weapon is able to destroy enemies at long range.



3 Mission complete!



CONTROLS

Here are the buttons you need to get through Forsaken's 3-D world.

A BUTTON: Move Forward – manoeuvre your way around the levels.

B BUTTON: Move Backwards – make a quick getaway from an angry enemy.

▲ C BUTTON: Strafe Up – aim forwards and move up

▼ C BUTTON: Strafe Down – get below your target to inflict maximum damage.

◀ C BUTTON: Strafe Left – aim forwards and slide left

▶ C BUTTON: Strafe Right – Aim forwards and slide right

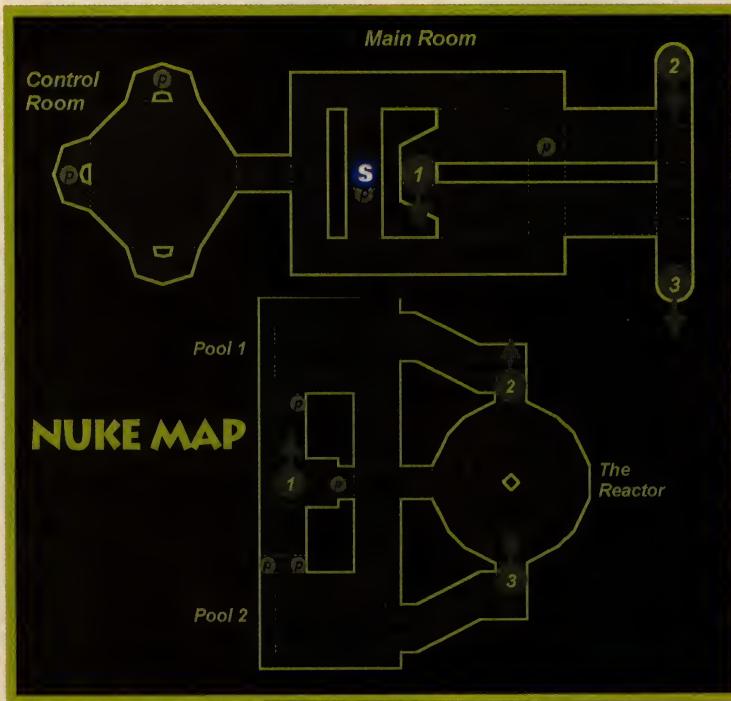
ANALOGUE PAD: Change direction.

Z BUTTON: Fire Primary weapon – let rip with your best fire power.

RIGHT BUTTON: Fire Secondary weapon

D PAD: D-pad Up/Down Cycle primary Weapon

D PAD: D-pad Left/Right Cycle Secondary Weapon



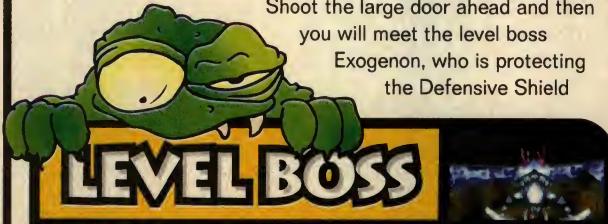
TOP TIP: The time you take to complete certain missions will determine what game path you will take.

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INFO

Level 2:
Knowledge Base**Difficulty:** Easy**Mission Objective:**
Plant bomb beside
Defensive Shield
Monitor and escape.**Enemy Types:**
Fodder, Laz Bot,
Beam Turret, Hunter,
Pulse Turret, Mec
Ton, Levitank, Snub
Bot, Shade, Swarm,
Exogenon.**Power-ups:** Mug,
Power Pod, Beam
Laser, Purge Mine,
Orbital Pulsar,
Shield, Solaris,
Titan, Trojax, Suss-
Gun, Weapon
Energy.

LEVEL BOSS

EXOGENON

Exogenon is a large silver insect-like robot that guards the Defensive Shield Monitor. His main weapon is a Suss-Gun, but he also has two claws which will swipe at you if you get too close. Exogenon will also unleash smaller spawn enemies at you, to try to hinder your attack. To win this battle circle and strafe the central boss and keep firing your primary weapon, this will hit both the boss monster and the smaller spawns flying towards you. When you have a clear shot at Exogenon fire a couple of missiles from your secondary weapon and then continue to unload your main weapon until the battle is over.



POWER-UPS

A brief guide to all the power-up you'll come across when scavenging the Forsaken World.



PULSAR

Your bike is already equipped with this weapon when you start the game. When you collect a Power Pod the damage and power of this weapon will increase.



ORBITAL PULSAR

Up to four Orbital Pulsars can be fitted to your bike at any one time to increase your firepower. They fire at the same time target as your primary weapon.



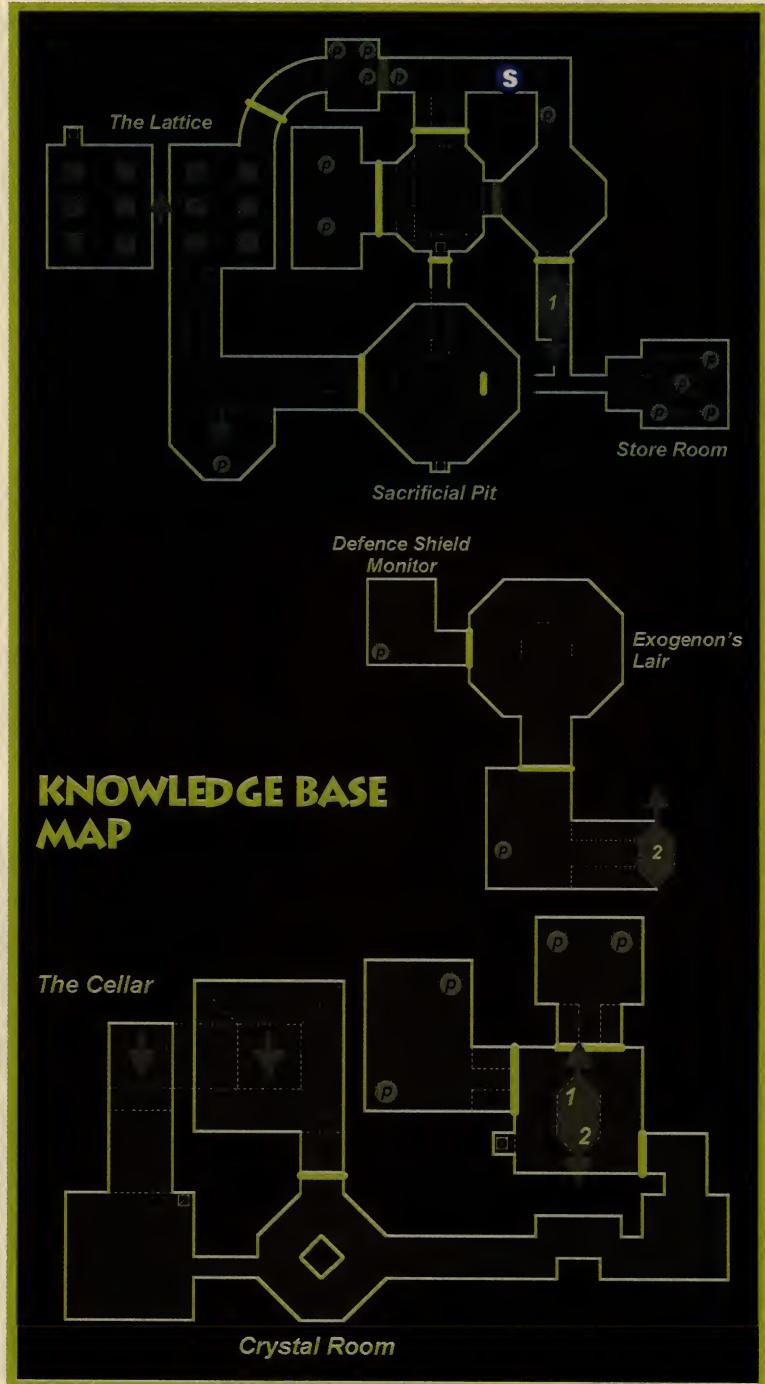
SUSS-GUN

The Suss-Gun is a fast-firing short-range weapon that will pepper your enemies with sharp bullets. This is a great weapon for beginners as little accuracy is required.



SUSS-GUN AMMO

Unless you find extra ammunition for your Suss-Gun you'll find that you run out rather quickly. Wait until just before you completely run out before rushing to grab some more.



Monitor. After your battle with the boss the door to the Defensive Shield Monitor will open, fly into this small room and the bomb will activate itself and the timer will begin. You must now get back to the start point before the bomb explodes to finish this mission.

Pick up this Bomb, then use it to destroy the Defensive Shield Monitor.



PLAYERS
1-4CART SIZE
128MbMEMORY
YesPUBLISHER:
AcclaimDEVELOPER:
Iguana UKGAME TYPE: Shoot-'em-up
ORIGIN: UKRELEASED:
PRICE:June '98
£59.99

BIO-DOME

STRATEGY:

After completing Knowledge Base, the enemy are alerted to your presence and are starting to build a task force inside the Bio-Dome complex. You will be transported to this area and must destroy all the enemy ships that are gathering within the complex. There are a limited number of power-ups on this level so you must use weapons sparingly, and make sure you collect the Power Pods to increase your primary weapon power. You start the mission inside the dome, surrounded by enemy ships which you will need to dispose of fairly quickly in order to avoid too much shield damage.

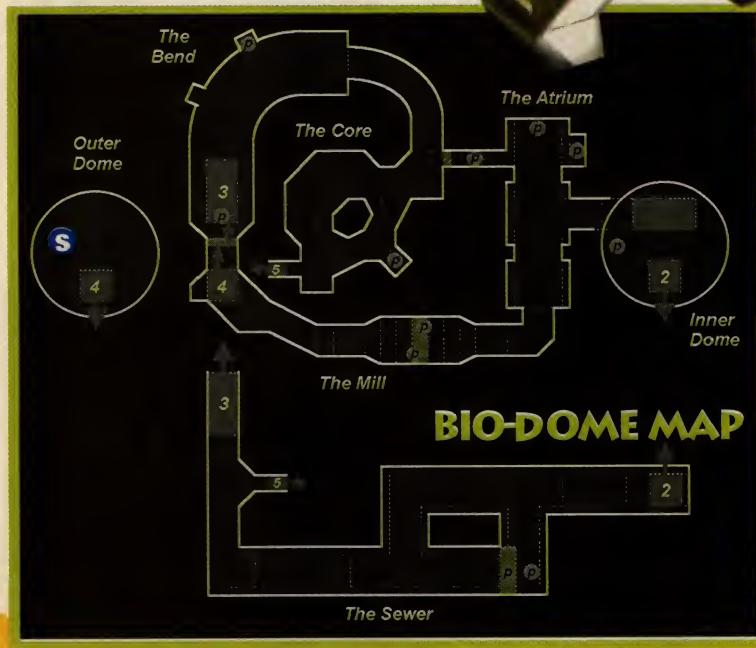
There are no power-ups inside this first room, so use a few well aimed Mug missiles in order to destroy the enemies in the vicinity, then fly down the shaft into the complex.

Make your way carefully along the passages destroying any visible enemies, and you will arrive in a large



room with a blue tube of light that you can't fly through. In this area you will find your first Power Pod and some Solaris missiles to help you through the rest of this complex.

Continue through the tunnels and turn the corner to the left where you'll find a tall room with several tanks lining the floor. Use your Solaris Missiles to destroy these tanks and then search the small passages at the far end to find a Transpulse weapon power-up. Now you can wander along the passages destroying all the remaining enemies – by shooting them around the corner – using your new Transpulse weapon. Once all 49 enemies have been destroyed you will be free to leave the Bio-Dome complex.



SNAPSHOT

Try to aim accurately at your enemies to avoid running out of ammunition. Kill everything that moves to win.

1



2



3



1 Enemies always explode when they are defeated, they won't be coming back for more.

2 They won't see you coming, shoot around corners with the Transpulse weapon.

3 Once you've shot all the enemies in this area your mission will be completed.



TRANSPULSE

The Transpulse weapon can be fired over long distances with reasonable damage. You're also able to fire this weapon around corners by bouncing shots off nearby walls.



TROJAX

This weapon can be charged to produce an extremely powerful blast. Hold the trigger button down to charge it up and then release the button to fire at your intended target.



BEAM LASER

The Beam Laser is the best in the game with enormous range and sends shots out quickly. It tends to overheat when used constantly so allow time for it to cool down.



MUG

This powerful missile is equipped to all bikes when you begin. They are targeted by using your primary weapon target launch them to increase your primary assault.



Level 3: Bio-Dome

Difficulty: Easy

Mission Objective:
Eliminate all enemy robots.

Enemy Types:
Beam Turret, Pulse Turret, Snub Bot, Shade, Airmobil, Fodder, Levitank, Hunter, Mec Ton.

Power-ups:
Trojax, Power Pod, Mug, MFL, Shield, Solaris, Transpulse, Weapon Energy.

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TOP TIP: You are able to use the Transpulse weapon to shoot enemies that are hiding around corners.

PAGE NO.

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LEVEL
4

INFO

Level 4: Kill The Head**Difficulty:** Easy**Mission Objective:**

Plant bomb beside Defensive Shield Monitor and escape.

Enemy Types:

Metatank, Spawn Carrier Unit, Snub Bot, Suppressor, Swarm, Shade, Fodder, Pulse Turret, Beam Turret, Dual Turret, Missile Turret, Airmobil, Hunter, Legz, Levitank, Mec Ton.

Power-ups:

Trojax, MFRL, Orbital Pulsar, Nitro, Power Pod, Shield, Solaris, Quantum Mine, Purge Mine, Scatter, Transpulse, Weapon Energy.

STRATEGY:

To complete this mission you must find and destroy the Metatank, and then return to the start point. Start this mission by heading to the left and activating the two switches that are in the two 'switch bank' rooms at the end of the passage.

Now fly back to the start point and head to the right, following the winding passage until you discover a dark tunnel with blue lighting; proceed along the tunnel until you reach the Flight Deck, then destroy all the enemies before opening the door. Then proceed a long a small tunnel which will lead to the Tank Trap, use your weapons to open the door and then quickly blast the laser turret on the ceiling of the tunnel.

Grab the Purge Mines as you continue to follow the dark passage until you arrive in the Tank Trap where two Snub Bots will be waiting. Use your missile attacks to destroy them and then dash to the far side of the room and shoot the two gun turrets. With the room now cleared, head along the small



Keep your eyes open for these Gun Turrets, as they will cause damage to your shields.

passage till you come to a passage on the right-hand side, follow it until you discover another switch on the wall.

Once you've activated the switch and head back along the passage turning into the downward sloping tunnel that you'll see to your right, here you must activate another



Find and destroy the Metatank in order to complete this mission.

switch and then return to the Tank Trap. Now follow the small corridor round to the left and activate yet another switch, before heading through the small door and into the ensuing battle with Metatank, which is waiting for you in the Laboratory.

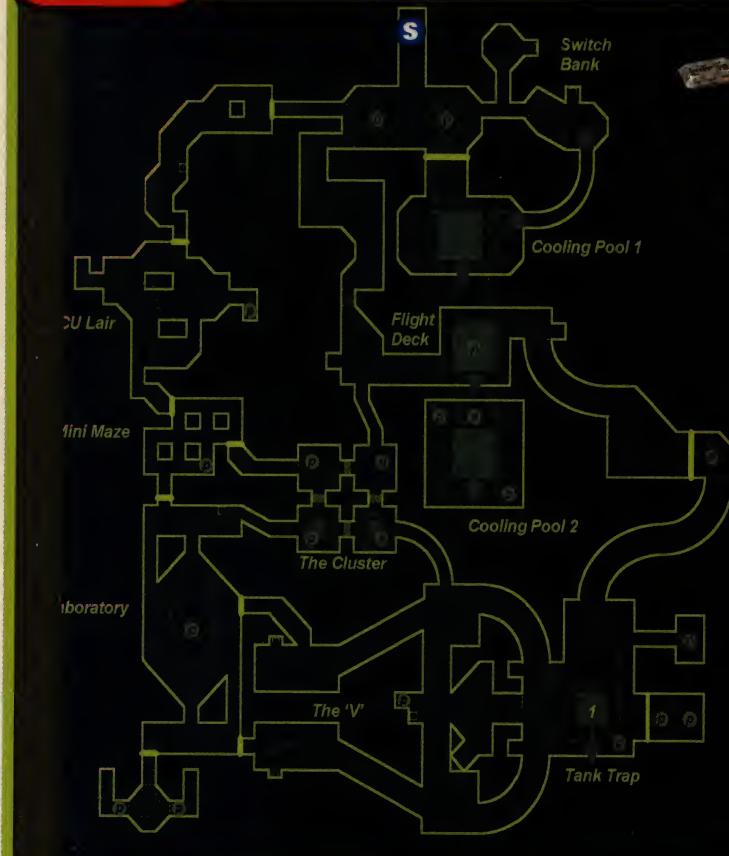


LEVEL BOSS

METATANK

This level boss is a huge rectangular craft with sensors and weapons on all sides. Its sensors are positioned on the upper deck and can detect movement on any side of it, meaning that it's impossible to catch it off guard. Metatank has two main weapons on board the first is able to fire up to four missiles at any one time whilst the second can fire two Solaris heat seeking missiles.

The best way to defeat this slow-moving boss is to hug the ground and fly directly underneath its huge frame. Once positioned under the tank you'll be safe from the missile attacks and can take your time nailing the boss from underneath. Be careful, this boss monster goes down with a bang, so make sure you avoid the explosion.



Once you have destroyed the Metatank, you are able to access the medium difficulty missions, by finding and destroying the Spawn Carrier Unit.



POWER-UPS

A brief guide to all the power-up you'll come across when scavenging the Forsaken World.



MFRL
(Multiple Fire Rocket Launcher) These fast firing missiles are extremely effective. You can fire all 50 rockets from this weapon in around 12 seconds.



GRAVON
This weapon produces a blast that alters gravity for about ten seconds. Any player that is caught in the middle of this blast will be trapped until the effects wear off.



PINE MINE
Once dropped, these mines will fire missiles at any enemy that come within range its range. They can be shot with standard weapon fire but will explode if you crash into them.



PURGE MINE
These maximum damage mines are dropped behind the bike, and they will explode whenever anyone touches them. Use these mines in small confined spaces for the best results.

PLAYERS
1-4CART SIZE
1288MbMEMORY
YesPUBLISHER:
Acclaim
DEVELOPER:
Iguana UKGAME TYPE:
Shoot-'em-up
ORIGIN:
UKRELEASED:
June '98
PRICE:
£59.99

MANMEK

STRATEGY:

Your objective for this mission is to activate the homing beacon, and then survive for just one minute before you can escape. This mission takes place in the Babalas Complex and you will meet the first of the four Babalas Commanders, Manmek.

Start the level in the Dome by killing all the enemies that are in your direct vicinity, and then proceed down the passage to destroy the three missile-firing tanks at the bottom, then fly across the Assembly Area into the shaft on the far side, and then head down to the lower level.

At the bottom of the shaft, blast the gun turret on the ceiling and then enter the Vault. Use a couple of well-aimed Mug Missiles to destroy the two rocket launchers guarding the door, and then enter this small room to grab some additional power-ups. Now return to the shaft and make your way to the top level of the complex, where you'll find two laser turrets, and some more power-ups. Once all 11 enemies have been killed, the level boss Manmek will appear in the Assembly Area that's near



Manmek is the first of the four Babalas Commanders that you will have to face and then kill.

the start. Prepare yourself for battle and then head for the Assembly Area again to confront Manmek.

You will not be able to kill Manmek at this point, but you can inflict a considerable amount of damage on it. Simply blast the boss until he has very little energy left and then dash down the passage to the Crushing Room where you will be able to find the homing beacon.

As soon as you collect this beacon, several enemy ships will appear all around you. To finish this level you have to survive for one more minute, then you will be transported to the next mission.



Attack Manmek from behind you will then be able to avoid its electrical charge weapon.



Activate this homing beacon, and then your rescue is just one minute away.



Level 5: Manmek

Difficulty: Easy

Mission
Objective: Inflict maximum damage, activate homing beacon and survive!

Enemy Types:
Manmek, Suppressor, Beam Turret, Dual Turret, Snub Turret, Mec Ton, Shade, Snub Bot.

Power-ups: Titan, Transpulse, Orbital Pulsar, Shield, Power Pod, Solaris, Weapon Energy.



LEVEL BOSS

MANMEK

Manmek is the first of the four Babalas Commanders that you will meet, and has two major attack moves for you to avoid. Manmek closely resembles a yellow tank, and both its attacking moves are based at the front of the unit. It can fire two electrical charges and Mug Missiles, which rarely miss. The best way to fight this battle is to start by firing your Titan Missile, and then circling around to the back of the unit where you are safe from the electrical charges.

Now stay behind Manmek and use your most powerful weapons to blast this slow moving boss.

NOTE: You will be unable to kill Manmek on this level, you simply need to activate the beacon and survive in order to proceed to the next level.



MANMEK MAP



QUANTUM MINE

These powerful mines create a large blast radius when detonated. They look similar to energy so take care when collecting items from a cluttered room.



SOLARIS

These are extremely effective against other bounty hunters, as they react to heat and follow targets around corners. They're fast firing and very useful in tough battles.



SCATTER

When you get hit by a scatter missile all your power-ups will leave your bike and float around. Use it to disarm bounty hunters in tough Battle mode fights.



TITAN

This bomb will produce a blast so big that anything near will be destroyed. When firing these Titans make sure there's a clear escape route from the blast.

LEVEL
6**INFO****Level 6:** Four Uneasy Pieces**Difficulty:** Easy**Mission****Objective:** Locate and collect the four pieces of the Black Hole Gun.**Enemy Types:**

Fodder, Swarm, Levitank, Hunter, Pulse Turret, Suppressor, Shade, Aqua Force 1.

Power-ups:

Shield, Power Pod, Solaris, Weapon Energy, MFRL, Orbital Pulsar.

FOUR UNEASY PIECES

STRATEGY:

To complete this next mission you must collect all four pieces of the Black Hole Gun. These gun parts are not available at the start as you must perform certain tasks in order to earn them. To collect the first of the Black Hole Gun pieces you must kill all 20 enemies, that are lurking within the confines of the Outer Loop. Start by clearing the two circular passages around the Start room, and then dive down into the shaft with green lighting effects.

Kill all the enemies inside this shaft and the first Gun piece will appear above the shaft near the ceiling. Collecting this first Gun Part will also open the door at the bottom of the shaft, dive into this shaft and head for the door which leads to Chamber 2. Fly through the door with all guns blazing



Kill 20 enemies and the first piece of the Black Hole Gun will appear.

and kill the ten enemies which are waiting in the Chamber. Once all ten enemy ships have been destroyed the second Black Hole Gun part will appear above the water.

Grab this piece of Gun and then dive into the water and open the door at the bottom. In this underwater area you will

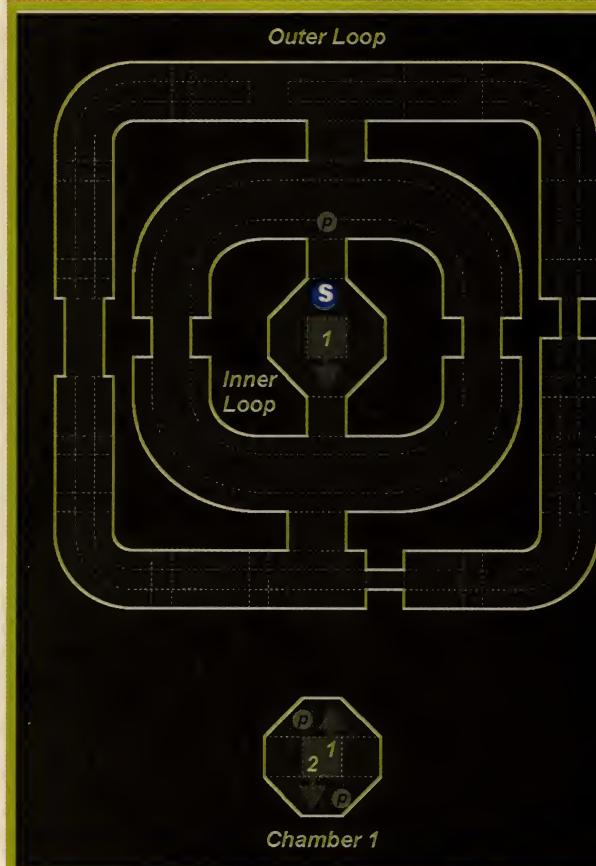


Collect the pieces of the Black Hole Gun.

find another ten enemies which you must destroy before getting the third piece – which will appear in the centre of the underwater shaft once your total kill count reaches 40. Then move on towards the final battle where the last piece of the Black Hole Gun will appear when you have destroyed the level boss, Aqua Force 1, who is waiting at the bottom of the main shaft.

NOTE: Whilst underwater your weapons will operate normally, whilst your manoeuvrability on the other hand will be dramatically reduced.

FOUR UNEASY PIECES MAP



POWER-UPS

A brief guide to all the power-up you'll come across when scavenging the Forsaken World.

**POWER POD**

These Power Pods will also increase the damage of all your primary weapons. You are able to have a maximum of three Power Pods attached to your bike at any one time.

**GOLDEN POWER POD**

Collecting one of these rare power-ups will equip your bike with full weapon power, full nitro and four Orbital Pulsars for a time limit of 30 seconds.

**SHIELD**

Grab these power-ups whenever you see them to keep your shield in tip top shape. You will be unable to collect them though, if your shield is on maximum power.

**WEAPON ENERGY**

These power-ups will take the firepower of your weapons back up to their full levels. Collect as many of them as you can in order to keep your weapons in tip-top shape.

PLAYERS
1-4CART SIZE
128MbMEMORY
YesPUBLISHER:
Iguana UKAcclaim
Iguana UKGAME TYPE: Shoot-'em-up
ORIGIN: UKRELEASED:
PRICE:June '98
£59.99

LEVEL 7 TEMPLE

STRATEGY:

Your mission this time is to search and destroy any enemy resistance in the Temple area. There are a total of 36 enemy ships for you to defeat here, although not all of them appear at the beginning of the level.

Start in the Straight by grabbing the Mug Missiles from behind you, then head forwards to find an open shaft. Splatter the waiting enemies and then collect the Power Pod from the bottom of the shaft. Then head into the main Moon Hall and continue to search all the halls, rooms and passages killing anything that moves. As you progress through the level you will notice that each time you waste an



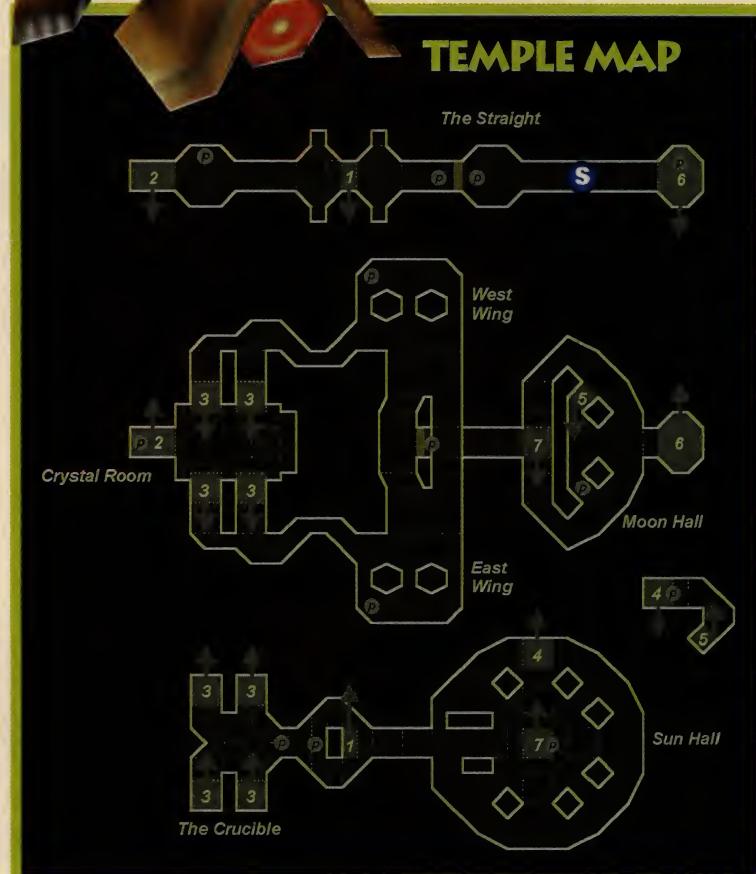
Collect these Mug Missiles at the start of the level.

enemy vessel the number underneath your shield energy keeps reducing. As soon as this number reaches zero the level will end and you will be free to move on to the next mission.

If you are having trouble locating all the enemies, then retrace your steps back through the level. Some of the enemies will re-spawn after you have killed them, so try to make sure that each room has been totally cleared of all enemy ships before moving on through the Temple.



TEMPLE MAP



KILLER

Keep patrolling the level and wipeout all enemy ships inside the complex to continue.

1



2



3



1 Look out for the Titan Bomb, this is one of the most powerful weapons in the game.

2 Titan explodes with a large blast radius, so use it to blast multiple enemies. Make sure you keep back from the blast or you may perish, too.

3 Some enemies will re-spawn after being destroyed, be sure to check all areas twice before moving on through the level.



CHAOS SHIELD

When you collect this special shield you'll hear a sound telling you it's active. It will make you totally invulnerable for about 30 seconds and then the deactivation sound will be heard.



NITRO

This item will double the speed of your bike allowing you to outrun any of your enemies. There is a gauge in the bottom right-hand corner of the screen indicating when it is active.



STEALTH MANTLE

This item creates a powerful shield around the bike rendering it completely invisible to all other opponents. Its activation is marked with a sound and its effects will last for roughly 30 seconds.



EXTRA LIFE

(Resinic Reanimator)

If you see this power-up make sure that you collect it as it will reward you with an extra life. These items are very rare and are extremely difficult to find.

VOLUME SEVEN

LEVEL

8

DREADNOUGHT

INFO

Level 8:
Dreadnought**Difficulty:** Easy**Mission Objective:** Inflict maximum damage, activate homing beacon and survive!**Enemy Types:**
Swarm, Hunter, Snub Bot, Pulse Turret, Levitank, Shade, Dreadnought.**Power-ups:**
Gravon, Pine Mine, MFRL, Golden Power Pod, Power Pod, Weapon Energy, Titan, Transpulse, Solaris.

STRATEGY:

For this next mission you are transported into the Babalas Repair Yard to attack the second of the four Babalas Commanders, Dreadnought, who has been put there for repair. Your objective is to cause as much damage as possible whilst this enemy boss is temporarily dysfunctional.

Start the mission by dodging the incoming fire and then flying to your right to grab all the power-ups in the passageway. Return to the Start point and proceed through the tunnel that's on the left collecting the power-ups along the way.

Dreadnought is currently in the repair bay, and will not move until the four gun turrets have been destroyed. Fly into



Dreadnought is the second of the four Babalas Commanders.



Trail behind Dreadnought and keep blasting whilst avoiding the trail of Quantum Mines

LEVEL BOSS

DREADNOUGHT

Dreadnought is a huge silver ship, with plenty of powerful weapons onboard. It is capable of firing two Solaris Missiles simultaneously and has a large primary Pulsar weapon located at the front of the ship. It is also capable of dropping a succession of Quantum Mines from its rear, to make trailing it a more complicated matter.

With the main firepower based at the front of this boss, you are much better off trailing behind, dodging the falling mines. The best tactics to employ are to chase Dreadnought keeping to the right of the passage, and constantly firing using your Transpulse weapon which will bounce off walls and will normally find its intended target.

mines. The best tactics to employ are to chase Dreadnought keeping to the right of the passage, and constantly firing using your Transpulse weapon which will bounce off walls and will normally find its intended target.



Collect this Homing Beacon and then survive for one minute to finish this level.

CHARACTER

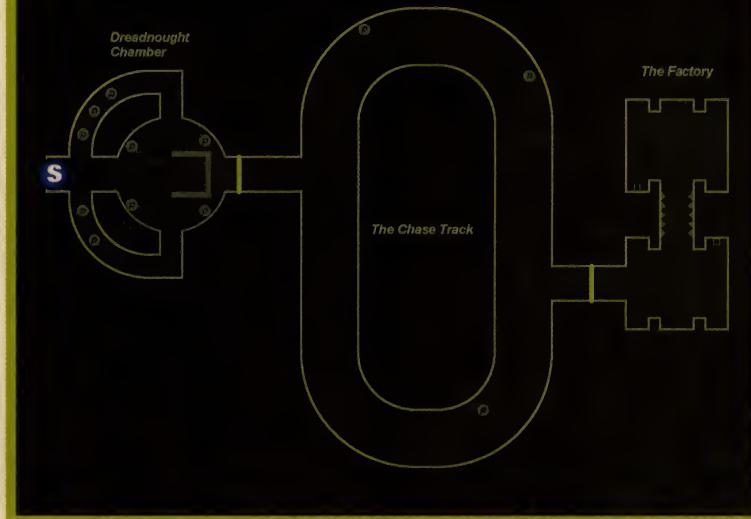
BEARD

This heavy metal loving character is definitely the most hard-core biker in the game. He handles his machine with awesome precision and has a mean streak that's a mile wide. He has a sidecar on his bike in which he ferries his dead partner around, which is just an indication of this guy's terrorising charm.

Being a true biker, Beard is extremely loyal to his friends and can often be found with them in out of town bars and other favourite nightspots. When Beard is not drinking heavily, he likes to search deserted systems for treasure which pay for his expensive hobbies.



DREADNOUGHT MAP



PLAYERS
1-4CART SIZE
128MbMEMORY
YesPUBLISHER:
Acclaim
DEVELOPER:
Iguana UKGAME TYPE: Shoot-'em-up
ORIGIN: UKRELEASED:
PRICE:June '98
£59.99

LEVEL 9 TUBE

STRATEGY

The objective for this next mission is to find and destroy a Spawn Carrier Unit located somewhere within the New York subway system. At the start of the level turn around and dash into the small passage directly behind you and grab the Power Pod, from the middle of the tunnel. Exit at the far end and destroy the enemy ships gathered in this area of the Big Top, before sinking to the bottom of the room and following another passage towards the Station.

Blast all the enemies in this open area, and then proceed along the subway shooting all the enemies that will appear from all around you. Clear

this tunnel of all adversary ships, and then fly through the small passage at the far end stopping to blast the ceiling turret on your way.

Continue to fly through this small area and then follow another small passage at the other end into the second subway tunnel, and fly down to the far end shooting all the enemies that you encounter along the way. Once you've blasted the turret on the ceiling at the end of the tunnel, turn around and head back to the start of the subway. Along the left-hand wall you'll find a small passage leading to the Big Room where the SCU is located. The gate should be open providing you have killed at least 45 of the total 50 enemies on this level. All that remains now is to destroy the SCU and then you can proceed on to the next mission.

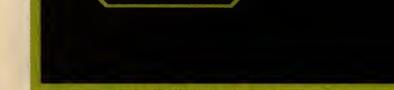


CHARACTER MEMPHISTOFUN

More machine than man, Memphistofun is one of the most deadly enemies you will meet. Originally designed as a multi-purpose combat droid, this creature has evolved thanks to a revolutionary chip allowing it to learn new behaviour protocols and emotions. After years of mingling with the baddest bounty hunters in the galaxy, Memphistofun quickly learned all the skills necessary to make him a very deadly opponent.



The Big Room



You will need to destroy at least 45 enemies before the gate to the SCU will open.

There are plenty of enemy ships waiting for you around every corner.



SPAWN CARRIER UNIT

The **Spawn Carrier Unit (SCU)** is a small yellow ship which transports the enemy Spawns ships to wherever they are needed. It has no major weapons to attack with, so will

constantly try to back away from your attacks.

The SCU generally relies on the Spawns that it produces – at a rate of one every four seconds – to protect it from any potential danger. To defeat this boss quickly enter the Big Room where the SCU is located and fire a few shots in its direction. Retreat into the small passage and wait for the SCU to follow you, and then blast it whilst it's trapped in this enclosed space.



INFO

Level 9: Tube

Difficulty: Easy

Mission

Objective: Locate and destroy the Spawn Carrier Unit.

Enemy Types:

Spawn Carrier Unit, Beam Turret, Spawn, Swarm, Levitank, Hunter, Legz, Laz Bot, Snub Bot, Shade, Suppressor, Mec Ton.

Power-ups:

Weapon Energy, Shield, Power Pod, Beam Laser, Solaris, Suss-Gun, Suss-Gun Ammo, Mug, Orbital Pulsar.

TUBE MAP



TOP TIP: Defeating all enemy ships will open doors to many areas.

PAGE NO.

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VOLUME SEVEN

**LEVEL
10****DEATH TO THE INVADER****INFO****Level 10:** Death to the Invader**Difficulty:** Easy**Mission****Objective:** Defend the home base computer.**Enemy Types:**

Airmobil, Swarm, Suppressor, Pulse Turret, Snub Bot, Shade, Fodder, Hunter, Levitank, Nutta.

Power-ups:

Weapon Energy, Shield, Pine Mine, Power Pod, Solaris, Orbital Pulsar, Beam Laser, MFRL.

STRATEGY:

The Mechanoid Defence Force have discovered your home base and have selected the computer Matrix as their primary target. Your mission is to protect the computer Matrix and to kill all enemies that are in the building. Start this level by flying up through the hole in the ceiling and then circling around the Control Area, grabbing all the power-ups on your way. Once you have picked up these extra items return to the lower level and fly around the tunnel killing any enemies that are blasting your computer ports.

There are four units that you need to protect and obviously you cannot be in all four places at the same time, so you will need to place a Pine Mine near three of the units meaning that you can concentrate on protecting the final one.

Once you are sure that you have protected your computer units adequately, you may then begin to explore the level in search of those enemy ships.

However, when wandering around the level make sure that you keep an eye on the Matrix gauge in the bottom left-hand corner. Your main mission objective is to protect the Matrix, so you must be prepared to dash back to the main Matrix Circuit in order to destroy any enemy craft that are blasting your computer units.

Once you are confident that most of the enemy threat has been eliminated, return to the Matrix Circuit and keep patrolling until the level Boss Nutta appears. Now you are just one short fight away from finishing this mission, but remember the Matrix must be in working order or your mission will end in failure.

1**2**

1 You must protect the four computer matrix units from enemy attack.

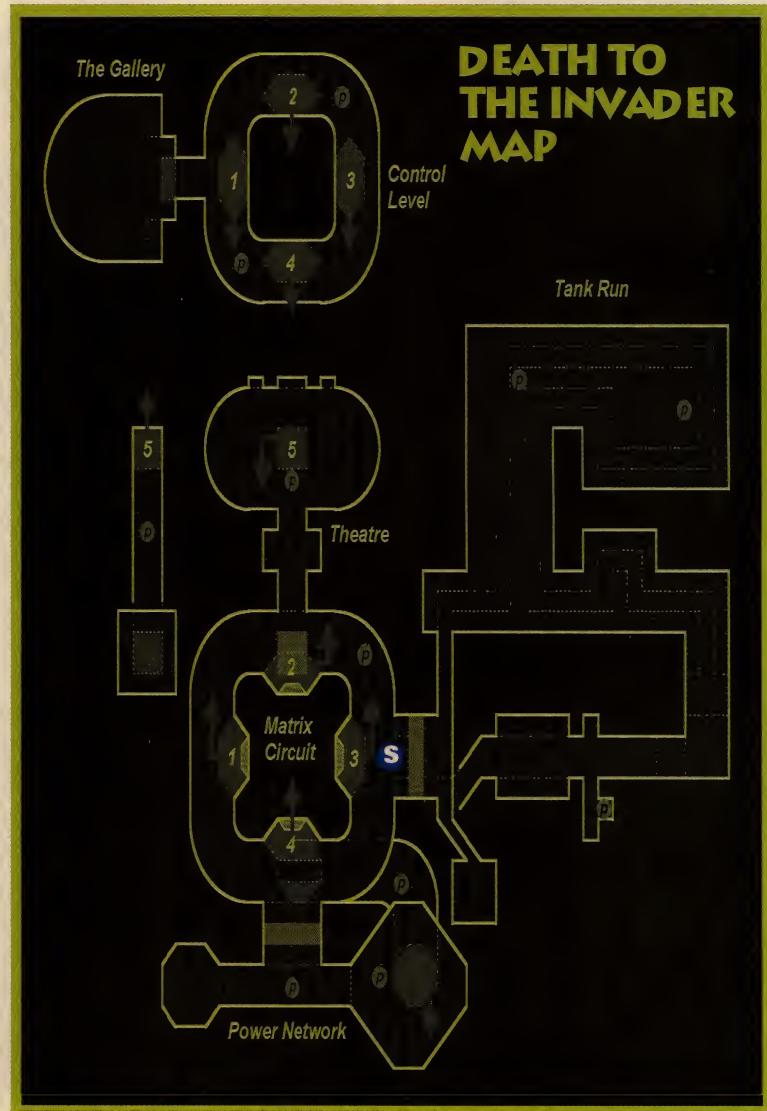
2 You will have a fairly tough time trying to protect all four units at the same time. Bring on the Battle Posse!

LEVEL BOSS**NUTTA**

Nutta is a special boss in that he drives a piece of equipment very similar in design to your own anti-grav bike. He is able to collect weapon power-ups exactly as you are and can manoeuvre equally as well. You will have a fairly tough battle here, as you must still protect the computer matrix even whilst trying to blast this tricky boss. Stay fairly close to the remaining computer

units, and then hit Nutta with as many high powered weapons as possible. Try to keep moving, and remember the computer units must be your first concern. Once Nutta is dead you only have to destroy the remaining MDF ships, and this mission will be complete.

NOTE: This is the final mission of the easy route through the game, and in order to compete in the next set of missions you must return to Level 1 - NUKE - and complete the mission in under 2 minutes 40 seconds.

**DEATH TO THE INVADER MAP**



PLAYERS
1-4



CART SIZE
128Mb



MEMORY
Yes

PUBLISHER:
Acclaim

DEVELOPER:
Iguana UK

GAME TYPE: Shoot-'em-up
ORIGIN: UK

RELEASED:
PRICE:

June '98
£59.99

**LEVEL
11**

CATCH THE ORB

STRATEGY:

The Golden Orb of Matter, an item of great importance to the MDF has been left in this area. Your mission is to capture this precious item and then to return to the beam-in point, which is no easy task as there are four bounty hunters in the area who are also after the Golden Orb.

Start by entering the Arena and flying to a position directly underneath Metatank, then blast this huge weapon carrier until it's destroyed. Now fly



Capture the Golden Orb of Matter and then return to the beam in point to finish this challenging level.

through the door at the back of the room and drop down to the Drop-in Centre, where you will see Cerbero stealing the Golden. As soon as Cerbero leaves this room, quickly blast the two groups of enemies hiding in the other doorways, and then give chase.

In the Cable Junction section of passages you will have to defeat Sceptre, who is one of the bounty hunters that you were warned about at the beginning of the mission. Be careful not to fly into the trails of mines he leaves behind his ship and use your most powerful weaponry to attack him whenever you get the opportunity. As soon as Sceptre has been defeated open the next doorway and head through the passage to the Twister at the far side.

Kill all the enemies in this area and then fly through the green lasers to the top of the Stack where you will find a door switch. Activate this switch and fly through the red door into the Museum, blasting all the waiting enemies, then activating the next door switch. Through

TOP SECRET
After capturing the Golden Orb of Matter, you are able to unlock a secret door which will lead you into a battle with the last of the four bounty hunters. Defeat Jo in this final area and you can move on to the Refinery Mission on the hardest game setting.

INFO
Level 11: Catch The Orb

Difficulty:
Medium

Mission Objective:
Recover the Golden Orb Of Matter.

Enemy Types:
Beam Turret, Pulse Turret, Snub Turret, Snub Bot, Swarm, Shade, Fodder, Hunter, Levitank, Mec Ton, Metatank, Sceptre, Cerbero, HK-5, Jo.

Power-ups:
Power Pod, Shield, Weapon Energy, Titan, Trojax, Solaris, Suss-Gun, Scatter, Mug, Orbital Pulsar

this door, dive down the shaft, and you will enter a battle with another two of the bounty hunters in the Inner Loop. Use your cunning and guile to destroy these two tricky enemies, and you will collect the Golden Orb of Matter from the remains of Cerbero's bike. All that now remains is to make your way back to the beam-in point to exit this level.



LEVEL BOSS

DEFEAT FIVE BOSSES

On this level you'll have to defeat not one, but five level bosses.

Metatank

Fly underneath the tank and shoot it with your high powered weapons from below.

Sceptre

Dodge the mines that Sceptre leaves behind and keep blasting with your most powerful weapons until it has been destroyed.

HK-5

HK-5 has limited shield energy and cannot withstand too many critical blows. Keep blasting and this battle will be extremely quick and painless.

Cerbero

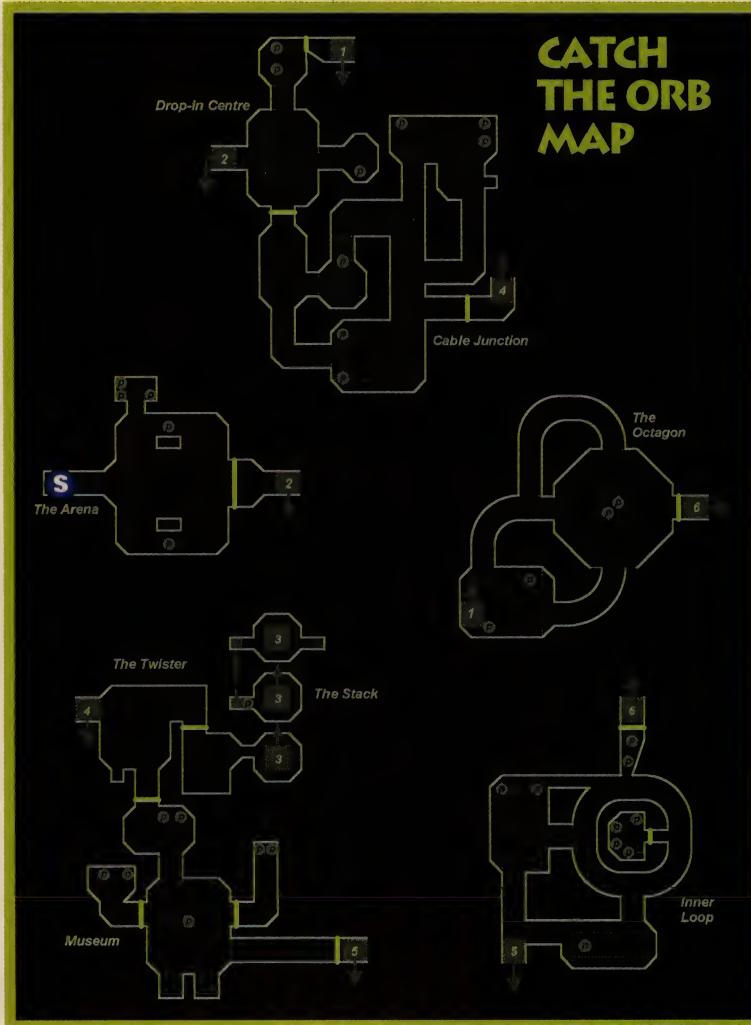
Dodge the trail of mines and blast Cerbero with your most powerful weapons until he has been destroyed. As soon as Cerbero is dead you will be able to capture the Golden Orb of Matter.

Jo

As with the previous bounty hunters, use your strafe technique to dodge incoming mines and use your most powerful weapons to keep blasting until your opponent drops dead.



HK-5 is one of the bounty hunters you will have to defeat before you are able to capture the Golden Orb.



VOLUME SEVEN

**LEVEL
12****ALPHA****STRATEGY:**

Once you have successfully captured the Golden Orb of Matter, your skills are needed inside the Alpha installation. Use your talents to search through the volcanic tunnels and destroy all enemy ships that you will encounter along the way. There are no shield power-ups available on this level so you will need to proceed carefully around the entire Alpha complex.

Start the mission by grabbing the Power Pod from above you, and then head through the exit and into a downward shaft. Turn immediately to your right and follow a thin corridor to an intersection, where you can find some Solaris Missiles. After collecting these, follow the passage opposite to the Assembly Area and fly around the edges of the pool blasting all the enemies hiding inside.

Once you have cleared this area, search the Primary Storage Cells directly above the pool and return along the passage to the intersection. Follow the passage leading to the left into The Transfer Section and then head through the dark tunnel in the left-hand wall. Splatter the group of enemies waiting at the other end of this tunnel and then retrace your steps back to the Transfer Section. Position yourself above the hole in the floor and then aim your guns into the Lava Tube area to destroy as many of the enemy ships as possible without risking damage to your shields.

INFO**Level 12: Alpha****Difficulty:**
Medium**Mission Objectives:**
Eliminate all enemy robots.**Enemy Types:**
Laz Bot, Beam Turret, Hunter, Shade, Swarm, Levitank.**Power-ups:**
Power Pod, Pine Mine, Mug, Scatter, Solaris, Trojax.**CHARACTER****TRUCKER****TRUCKER (Rex Hardy)**

A big man on a big machine, Rex Hardy likes everything on the large side. His nickname 'Trucker' derives from living his entire life on the intergalactic trails flying around in a heavily armoured machine, undertaking dangerous delivery missions into desolate areas for huge sums of money. Rex's bike has great weapons and shield abilities, but unfortunately lacks speed which is a disadvantage when heavily outnumbered. He's got a reputation as the meanest trucker in the galaxy and is always alert to danger and looking for a fight.



Once the mayhem has subsided drop slowly into the Lava Tube and then finish off the enemy vehicles that remain. Finally proceed along the Lava Tube and blast any remaining enemies to finish this mission.

ANNIHILATE

Search and destroy all of the enemy ships that you come across in the Alpha Area.

1

SOURCE: YOUR GOAL IS TO CLEAR ALL OF THE ENEMY SHIPS IN THE VOLCANIC TUNNELS OF THE ALPHA INSTALLATION.

2**3****4****5**

1 Your mission is to destroy all the MDF ships in the Alpha area.

2 Search all the red hot tunnels and eliminate anything that moves.

3 Fly around the edges of this large lava pool and blast all the enemies hiding in the alcoves.

4 Try to avoid major battles as no shield power-ups are available in this complex.

5 Once all 23 enemies have been destroyed you can move on to the next mission.



1-4



128Mb



Yes



MEMORY

PUBLISHER:
DEVELOPER:Acclaim
Iguana UKGAME TYPE: Shoot-'em-up
ORIGIN: UKRELEASED:
PRICE:June '98
£59.99

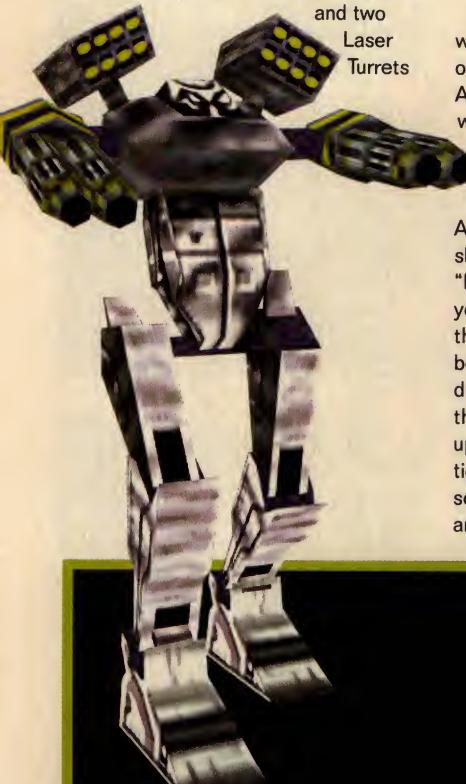
LEVEL 13 MALROID

STRATEGY:

For this level you must take a trip into the Babalas region in order to attack the MDF's War Drone Maldroid. This unit is protected by a large number of enemy ships, and cannot be destroyed at this point in the game. Your mission is to cause optimum damage to the third Babalas Commander, and then to activate the homing beacon and survive for one minute.

Start the mission by flying into the dark passage directly behind you, and collecting the Power Pod from the upper tunnel. Now carefully make your way into the Cave area and blast all the laser turrets before flying through the passage on the left-hand side. Open the door inside the passage and then enter the next large area in the middle of the map, where you will find two Snub Bots

and two
Laser
Turrets



Try not to engage Maldroid in open combat as he can fire several rockets at once that will seriously damage your ship.

waiting to be demolished. As soon as this large area is cleared, fly into the small dark corridor to your left and blast the turret on the ceiling which will make Maldroid appear. Quickly dash into the small room at the end of the dark passage and grab all the power-ups, then return to the large room and start the battle with Maldroid.

After shooting a volley of Primary weapons fire at Maldroid, duck into the one of the Wings and fly around into the Amphitheatre at the back. In the rear wall you will find a small passage guarded by a laser turret, leading to a room full of power-ups. Grab the extra items and then return to the Amphitheatre and use the Wings to shoot Maldroid, until the message "Beacon Activated" appears. As soon as you receive this message dart back to the Amphitheatre and collect the homing beacons near the rear wall, and then dive down the small passage and enter the room where you collected the power-ups. To complete this mission just sit tight and defend your position for 60 seconds until your rescue party arrives on the scene.



There are plenty of power-ups available around this level to help in your battle against Maldroid



LEVEL BOSS MALROID

Maldroid is a tall robot-type enemy that is heavily armoured and carries several powerful weapons. It can manoeuvre across any terrain and is able to turn its body to face any direction, whilst still moving at a steady rate. The best method to use to defeat this giant metallic robot is to use the Wing Tunnels to move back and forth between the large room and the amphitheatre, shooting Maldroid from behind whenever possible. Using this technique you will be able to damage the third Babalas Commander without sustaining any major damage to your shield or hull.

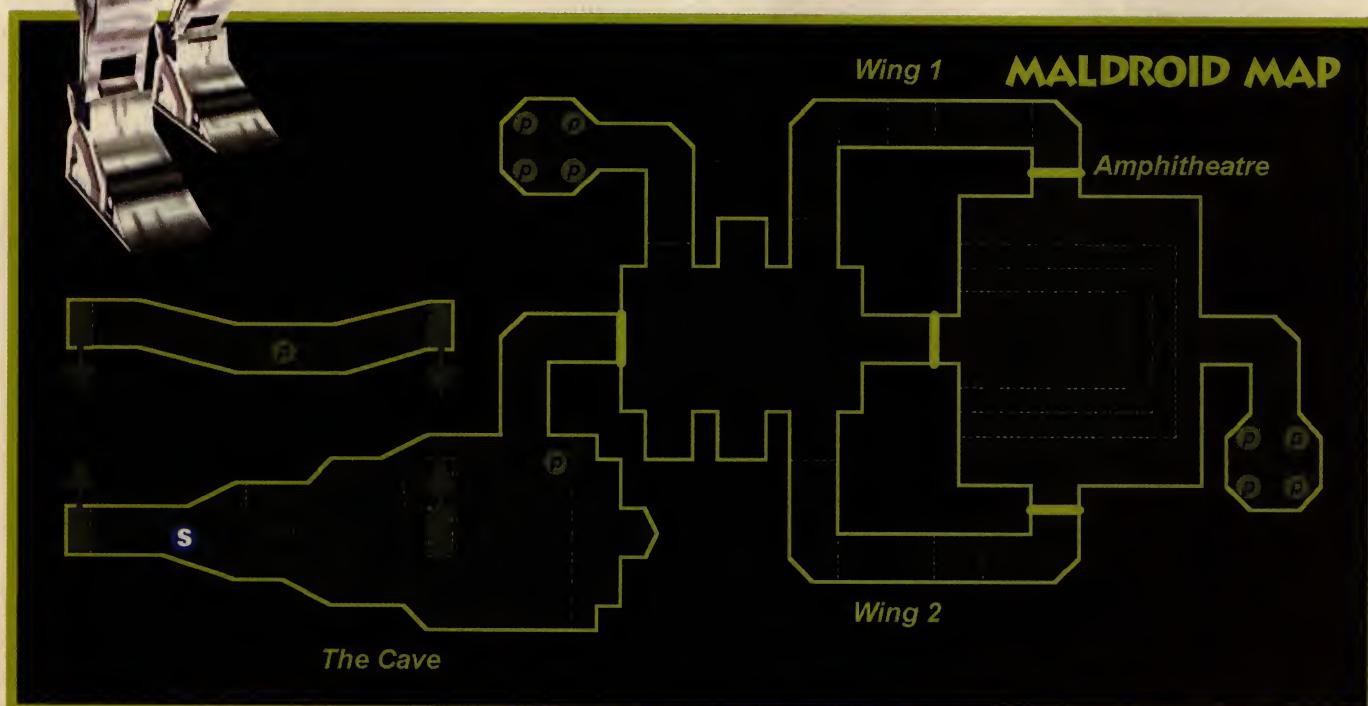


| INFO | |
|--------------------|--|
| Level 13: Maldroid | |
| Difficulty: | Medium |
| Mission Objective: | Inflict maximum damage, activate homing beacon and survive! |
| Enemy Types: | Pulse Turret, Beam Turret, Levitank, Hunter, Snub Bot, Swarm, Shade, Maldroid. |
| Power-ups: | Power Pod, Golden Power Pod, Weapon Energy, Mug, Orbital Pulsar, Shield, Trojax. |

TOP TIP: The effects of the Golden Power Pod only last for a short while; collect only when needed most.

PAGE No.

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**LEVEL
14**
SHIP**STRATEGY:**

After defeating Maldroid you will be transported onto a Ship which is the space-bound MDF transport vehicle. Whilst onboard this vessel, your mission is to search all the passages and destroy all the enemies onboard this large transport craft.

Start the mission by flying into the shaft directly ahead of you and then travelling up the shaft to the Engine Room. At the top of the shaft turn immediately to your right and follow a small passage, where you will find a Power Pod at the far end. Now return to the Engine Room and blast all the enemies lurking behind the columns, and then fly up through the hole in the ceiling and into the Computer Lab area. Splatter the waiting ships and then dive down through the next shaft to enter the

**INFO****Level 14: Ship**

Difficulty:
Medium

Mission Objective:

Plant bomb beside Defensive Shield Monitor and escape.

Enemy Types:
Beam Turret, Pulse Turret, Airmobil, Laz Bot, Hunter, Levitank, Mec Ton, Swarm, Suppressor, Shade.

Power-ups:
Shield, Weapon Energy, Beam Laser, Power Pod, Mug, Suss-Gun, Suss-Gun Ammo, Solaris.



Hunter's Lair. At the bottom of the shaft look to your left to find another Power Pod, and then fly through the passage blasting all the Levitanks until you arrive at an open room.

Carefully manoeuvre around the room blasting the constant stream of enemies that will appear from the shaft at the back of the Hunter's Lair. Once all these enemies have been destroyed venture slowly forwards and climb the shaft into the Bridge where you will discover two more tanks and a gun turret waiting to be blasted. Once the coast is clear, take the path to the left and follow the tunnel onto the Flight Deck. In this area you should find all the remaining enemies that must be destroyed before you can finish this level.

If you are missing any enemies simply retrace your steps until you find the missing craft.

CHARACTER**FOETOID**

After an awful accident at the DNA research facility, that was funded by Theocracy, Foetoid has been living inside a life supporting steel craft.

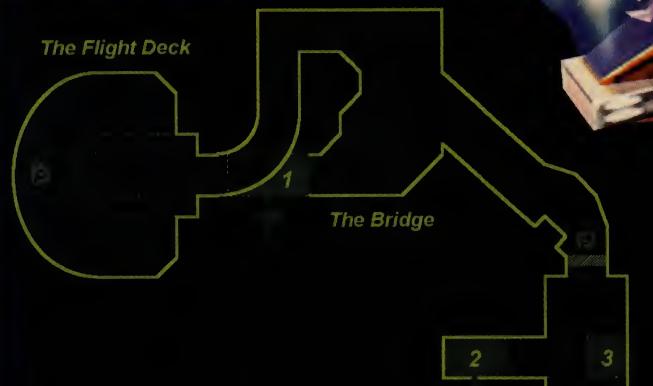
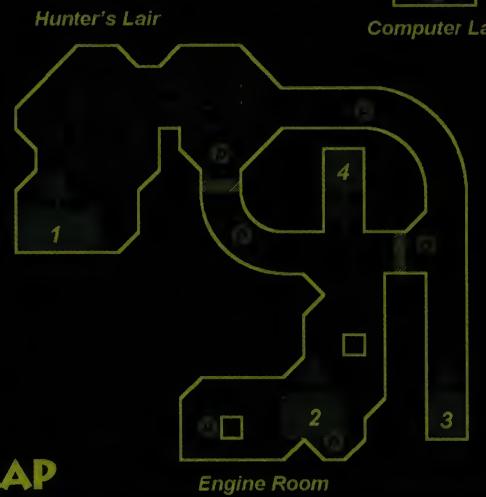
The facility was abandoned not long after Foetoid's 'birth' and was run by inadequate scientists. Foetoid's body mutated into a hideous form whilst his mind reached incredible intellectual levels. With no family or friends and a lifetime without love, Foetoid is extremely introvert; showing no guilt or remorse, he kills with precision.

Surviving on intelligence alone, he has no need for money or treasures and lives only to search the solar system for his missing creators, wishing to bring them payback for their sins.

1

2

3

*The Flight Deck**The Bridge**Computer Lab**Hunter's Lair**Control Room*

1 There are two Power Pods hidden around the ship, which you will need to find to increase your weapon power.

2 Tanks will be found hiding around corners and can be destroyed very quickly with Mug Missiles.

3 You will need to stay on full alert on this level as you can become outnumbered very quickly.

PLAYERS
1-4CART SIZE
128MbMEMORY
YesPUBLISHER:
IgacimDEVELOPER:
Iguana UKGAME TYPE: Shoot-'em-up
ORIGIN: UKRELEASED:
PRICE:June '98
£59.99

POWER DOWN

STRATEGY:

Your mission is to infiltrate the many levels of the Communications complex, and destroy the Com-Navi Router. Each level of the complex is barred by a locked door and these can only be opened by activating a timer switch.

MAP 1

From the start, open the door on your right and collect the Power Pod from within, then dive down to the bottom of the room and fly through the small tunnel in the right hand wall into the Coolant Pond. Head to the left and fly through the passage in the wall and enter the Vat, then fly up to the top of the shaft and enter the small door in the wall. Activate the timer switch on the wall and then quickly dash all the way back to the start point, fly up through the open door in the ceiling and into the Armoury.

MAP 2

After destroying the three heavily armoured gun turrets around the room, you will now need to activate the four switches in the correct order to open the path to the next area of the complex. First press the switch in Store 1 and then activate the switch inside the Computer Room. The third switch is located inside the Data Bank and finally the timer switch is located in the small room underneath the

Computer Room. As soon as you have activated this switch, dash back to the Data Bank and fly up through the open door in the ceiling to enter the Tunnel Complex.

MAP 3

At the top of the shaft turn to the right and follow the passage until you discover two doors. Enter the second of these doors and activate the switch on the wall, then return down the passage to the shaft. Now follow the passage to the left where you will find a small entrance on your left hand side. Activate the timer switch on the wall and then rush back to the two doors and open the door on the left. Fly up through the open door on the ceiling and enter the next area of the communications complex.

MAP 4

Head directly ahead down a small passage and fly across a small room into another long, thin corridor. Now carefully avoid the Quantum Mines and fly into the small upwards sloping passage in the wall opposite into the Radiation Room. Keep your craft as low to the ground as possible whilst inside this room and quickly exit through the passage on the far side. Open the door to your right and blast the two gun turrets on the ceiling then head across the room and pass through the tunnel on the far side to arrive in the Gully.



In the Tunnel Complex area of this level, there is a secret door leading to the Spawn Room.

Enter this area and kill all the enemy ships that are lurking inside, and another door will then open which leads to the Gully. Continue from this point and defeat Safety Comp and you will move onto the 'Stabilisers' mission on the hardest difficulty setting.

INFO

Level 15: PowerDown

Difficulty: Medium

Mission Objective: Seek and destroy the Com-Navi Router.

Enemy Types: Pulse Turret, Beam Turret, Db Blast Turret, Hunter, Fodder, Levitank, Shade, Mec Ton, Snub Bot, Swarm.

Power-ups: Power Pod, Shield, Weapon Energy, Mug, MFL, Solaris, Resnic Reanimator, Orbital Pulsar.

Enter the passage to your right and activate the last timer switch on the wall inside the small room ahead. Now quickly race through the passages back towards the first small room and fly up into the Safety Computer Chamber.

MAP 5

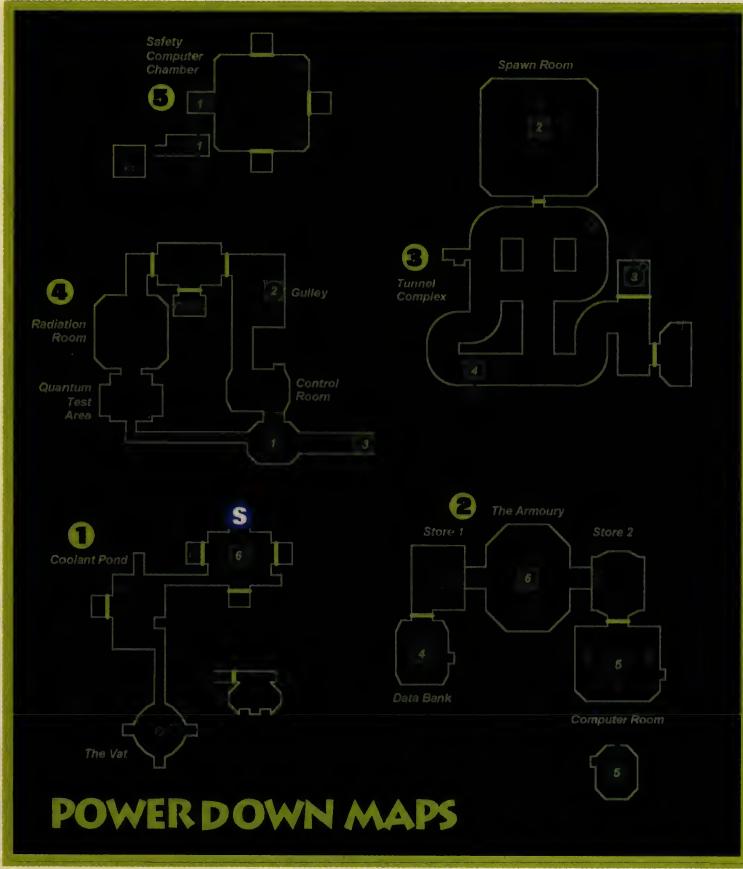
In the Safety Computer Chamber there are three switches which open the doors around the chamber. Once all three of these doors have been opened the Com-Navi Router will be unprotected and you can blast the red eye until the Safety Comp is destroyed.



LEVEL BOSS

COM-NAVI ROUTER

Once you have made your way through the communications complex you will eventually arrive in the Safety Computer (or Com-Navi Router) Chamber. Inside this room there are three switches to open the doors around the Safety Computer Chamber, and there are groups of enemy ships waiting behind each of these doors. Open the doors one by one and then destroy all the enemy ships that emerge from the open door, the protective shields around the Com-Navi Router will drop allowing you to fire a few well-aimed blasts at the red eye in the centre to complete your mission.



POWER DOWN MAPS

LEVEL
16

SAVE THE DRONE

STRATEGY:

To complete this mission you must guide and protect the Carrier Drone through the Bunker Complex. The Drone is completely defenceless and must be looked after all the way through the complex, if the Drone is destroyed you will have to return to the start and begin the mission again.

Start this level by moving forwards and activating the switch on the wall to raise the Drone up into the Loop. Now fly around the Loop to the left and make sure that the switch at the T-junction is pointing to the left. Carefully head into the Chicane and blast the two gun turrets, then proceed through the exit on the far side and ensure that the next switch is also pointing to the left. Head into the Gallery and blast all the waiting enemies, then ignore the switch on the wall and pass through the small tunnel to the Grand Staircase. Quickly blast the two turrets directly ahead of you and then climb to the top of the staircase shooting the lines of turrets behind you.

Once all the turrets have been destroyed, return to the bottom of the Grand Staircase and enter the Maze complex where you'll find a switch to raise the drone up the first section of the stairs. Return to the Grand Staircase and enter the Windball area



These switches determine which track the Drone will follow when it reaches the T-junction nearby.

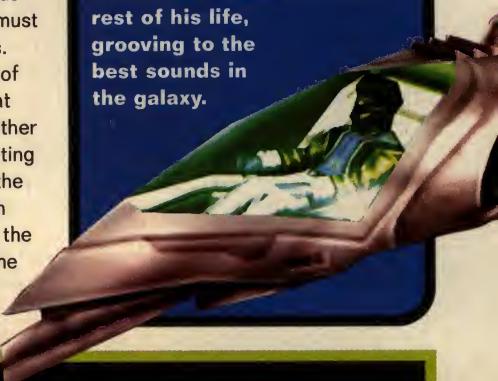
then dive down into the hole in the floor and activate the next switch to raise the Drone up to the next level.

Return to the Grand Staircase and fly through the passage at the top to enter the Stairwell and activate the three switches around the wall to allow the Drone to go in. In the Armoured area at the top of the Stairwell there are loads of Gun Turrets and tanks which you must to eliminate before the Drone arrives. Head to the right and follow the line of the track destroying any enemies that you encounter until you arrive at another switch. Make sure this switch is pointing to the right and then move towards the Lift Shaft blasting the Gun Turrets on either side. Once the Drone reaches the top of the Lift Shaft, dash down to the bottom and activate the final switch to lower the Drone to safety.

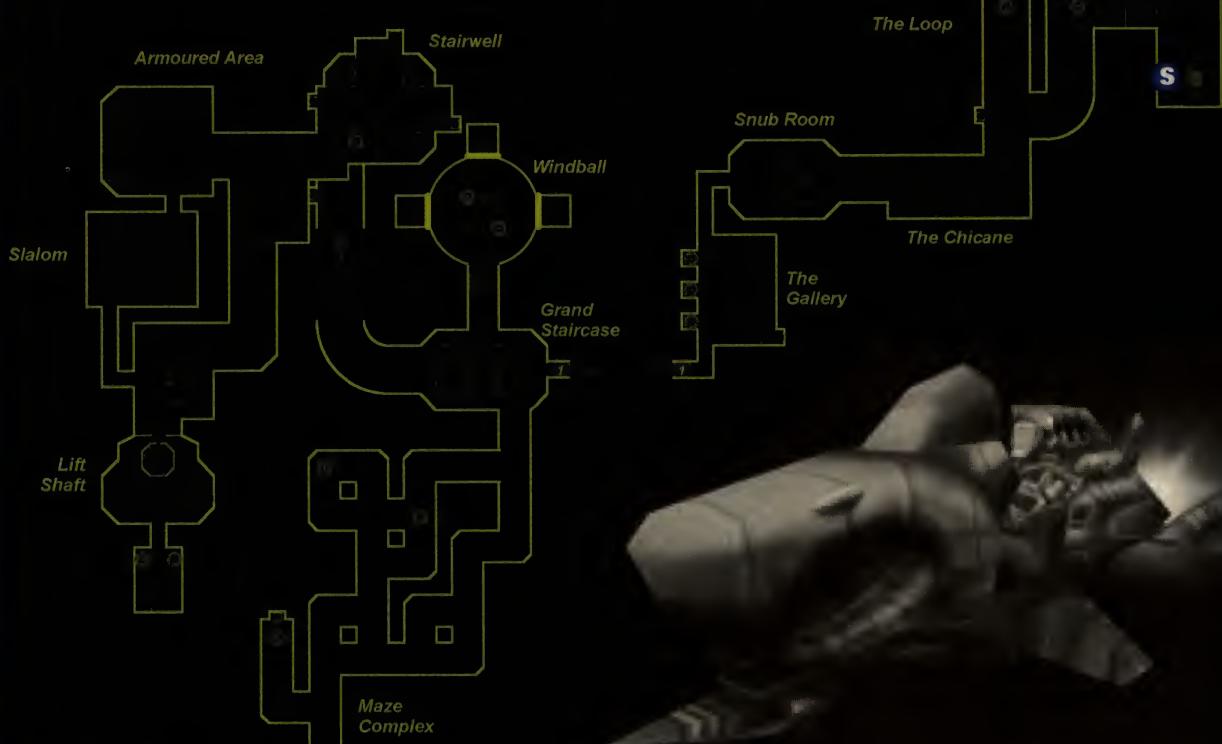
CHARACTER

EARL SLEEK

The king of swing has arrived on the scene, and boy does this guy know how to party. He is constantly on the move and loves nothing more than doing the wild thing; anytime, anywhere. The Earl's vehicle boasts the latest steering system technology which is so good he can almost do the twist. He earns his money as a hunter for hire, only working for the rich and famous. He plans to retire early and board the party craft drifting round the universe for the rest of his life, grooving to the best sounds in the galaxy.



SAVE THE DRONE MAP



PLAYERS
1-4CART SIZE
128MbMEMORY
YesPUBLISHER:
Acclaim
DEVELOPER:
Iguana UK

Game Type:

Shoot-'em-up
Origin: UKReleased:
Price:
June '98
£59.99LEVEL
19

BATTLEBASE

STRATEGY:

You have been transported to the Babalas Complex and must locate the exact position of the Power Crystal. Once you have found this item of great importance you need only to activate the homing beacon and survive for one minute until you will be rescued.

Start this mission by grabbing the Orbital Pulsar and then venturing into the Hall to battle with two Missile Turrets and two Gun Turrets. Once the Hall area is clear, head into the Lower Repository and destroy all the enemy ships and turrets. At the far end of the Lower Repository turn to your right and follow a small passage into the Gun Store. Blast the four Snub Turrets in the corners of the room and then exit through the door on the far side to enter the Upper Repository.

In this area you will find more enemies and Gun Turrets that must be destroyed, and then once the area is completely clear you will receive a message to say the Crystal Room door has been unlocked.

Now head back to the Hall and enter the Crystal Room where you will see the Power Crystal sitting in the centre surrounded by Gun Turrets. Keeping low to the ground, enter this area and



These Missile Turrets can fire up to four rockets at any one time and can be extremely damaging if they are not disposed of quickly

carefully blast all the Turrets around the room, then move towards the Power Crystal and activate the homing beacon situated near the front. You now just have to survive for one minute



Activate the homing beacon in front of the Power Crystal and survive for 60 seconds until you are rescued.

CHARACTER

LA JAY

Living life on the edge, LA Jay is into ultimate extreme sports such as bungee jumping in deep space and surfing the now heavily polluted waves of the Californian coast. After making his name as a champion surfer, Jay decided to cruise the galaxy in search of the most radical adrenaline rush.

LA Jay is a speed freak and has a lightening fast ship to accommodate this need, and uses it to forage around dangerous systems and abandoned craft. When Jay is not working or searching for the ultimate high, he spends most of his time soaking up the solar rays on the best beach in the galaxy.



Level 17:
Battlebase

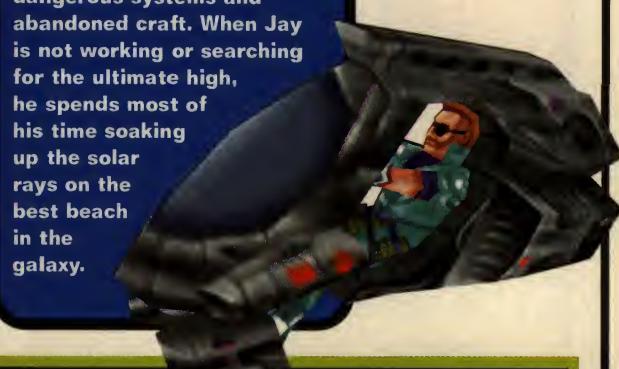
Difficulty:
Medium

Mission Objective: Locate Power Crystal, activate homing beacon, survive until timer hits zero!

Enemy Types:
Missile Turret, Dual Turret, Beam Turret, Snub Turret, Snub Bot, Airmobil, Hunter, Fodder, Levitank, Shade, Swarm.

Power-ups:
Power Pod, Golden Power Pod, Solaris, Beam Laser, Mug, Orbital Pulsar, Weapon Energy.

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Crystal Room

Hallway

Upper Repository

Gun Store

Lower Repository

BATTLEBASE MAP

TOP TIP: The Beam Laser is the best weapon for swiftly taking out the gun turrets.

PAGE No.

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LEVEL
18

RAMQUAN

INFO

Level 18:
Ramquan**Difficulty:**
Medium**Mission Objective:** Inflict maximum damage, activate homing beacon and survive!**Enemy Types:**
Beam Turret, Hunter, Airmobil, Shade, Swarm, Snub Bot, Ramquan.**Power-ups:**
Weapon Energy, Power Pod, Golden Power Pod, Shield, Beam Laser, Orbital Pulsar, Solaris, Titan, MFRL.

STRATEGY:

After completing Battlebase you will move further into the Babalas Complex to meet the fourth Babalas Commander; Ramquan. As with the previous meetings with the Babalas Bosses, you will be unable to kill Ramquan this time. Your mission is to create as much damage as possible to the boss unit before activating the homing beacon and then waiting one minute to be rescued. Start the mission by quickly moving into Ramquan's Chamber and blasting this monster with your weapons until it drops down to the Battle Chamber below.

Now carefully collect the power-ups located around the room, making sure you keep a good distance between yourself and the hole in the floor. Carefully edge yourself forwards, towards the entrance to the Battle Chamber and aim your target at the small island in the centre. When Ramquan lands on this central island fire a volley of your most powerful weapons at him and then duck back to the sides of the Chamber to avoid his incoming missiles.

Continue to blast Ramquan in this manner until your weapon power diminishes, and then enter the Battle chamber. Move quickly around this lava filled chamber and enter the Tank Station, where you will find some very useful weapon power-ups to help you to continue your battle. Now return to

Ramquan Chamber above the lava filled Battle Chamber, and proceed to fight Ramquan



LEVEL BOSS

RAMQUAN

ABOUT FORSAKEN: With Earth now a scavenging ground for bounty hunters, your mission is to make your fortune and dispose of rival gangs.

Ramquan is the most advanced and heavily armoured of all the Babalas Commanders. He can fire both Scatter and Solaris Missiles, and is also fitted with an extremely fast pulsar cannon. Ramquan has powerful spring legs and can leap great distances with amazing accuracy, although once he has fallen into the Battle Chamber he will be unable to return to the upper Chamber. To defeat Ramquan, position yourself above the hole leading to the Battle Chamber and fire your most powerful weapons at the bright red monster when he lands on the central island. This will mean that you are able to avoid a high percentage of the artillery fired at you whilst causing optimum damage to your opponent.



from above. Once Ramquan's energy meter has dropped to near death, the homing beacon will appear in the Computer Room. Dash through the Battle Chamber to enter the Computer Room, and activate the homing beacon situated in the far corner. Now retreat to the far corner and defend your position for one minute.

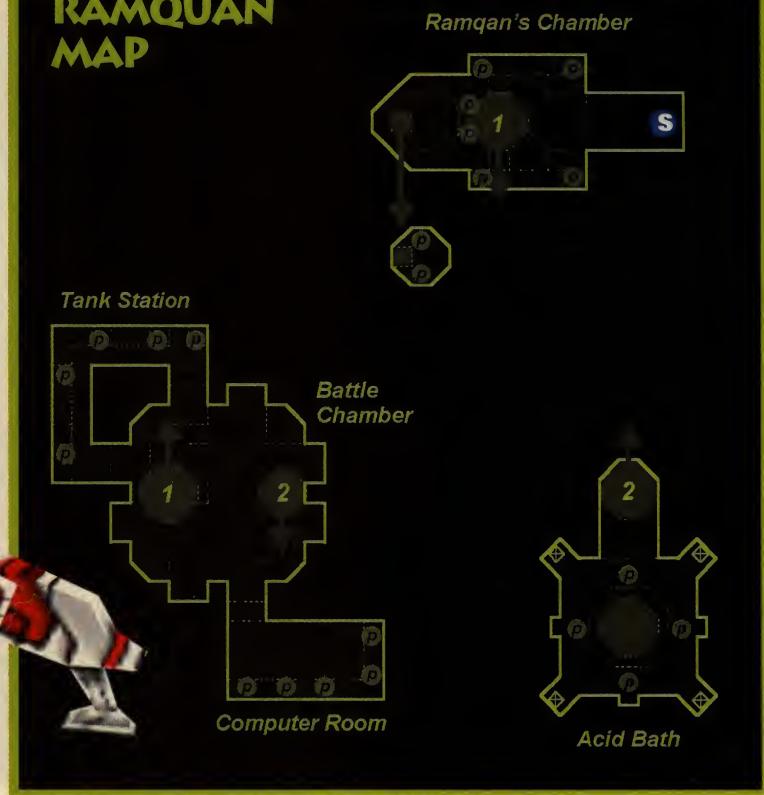


1 Once Ramquan's life bar is nearly depleted, dive into the Computer Room and activate the homing beacon.

2 Blasting Ramquan from above is by far the best way to cause the most amount of damage.

CHARACTER
LOKASENNA

Now one of the best hover bikers of the whole Solar System, Lokasenna worked for years as a Theocracy Administrator on earth. Lokasenna got all her biking skills when she left the Government to move to Mars where she spent several years racing professionally, until a bad accident put her out of action. Unfortunately, the years of exposure to the radiation around Mars left Lokasenna with no choice other than to wear a specially adapted body suit for the rest of her living days. She hopes one day to return to earth and to build a new home in a peaceful location.

RAMQUAN
MAP

PLAYERS
1-4CART SIZE
128MbMEMORY
YesPUBLISHER:
AcclaimDEVELOPER:
Iguana UKGAME TYPE: Shoot-'em-up
ORIGIN: UKRELEASED:
PRICE:June '98
£59.99

LEVEL 19 DEFEND THE POWER

STRATEGY:

Your base is under attack and the MDF are targeting the four reactor cores that supply fuel for the entire base. Your mission is to protect these four reactors from the enemy advances as they rise in turn. Start the mission by quickly dashing into the Drain behind you to grab a Power Pod, then head back to Core Area 1 and fly around the core destroying all the enemies that have since appeared.

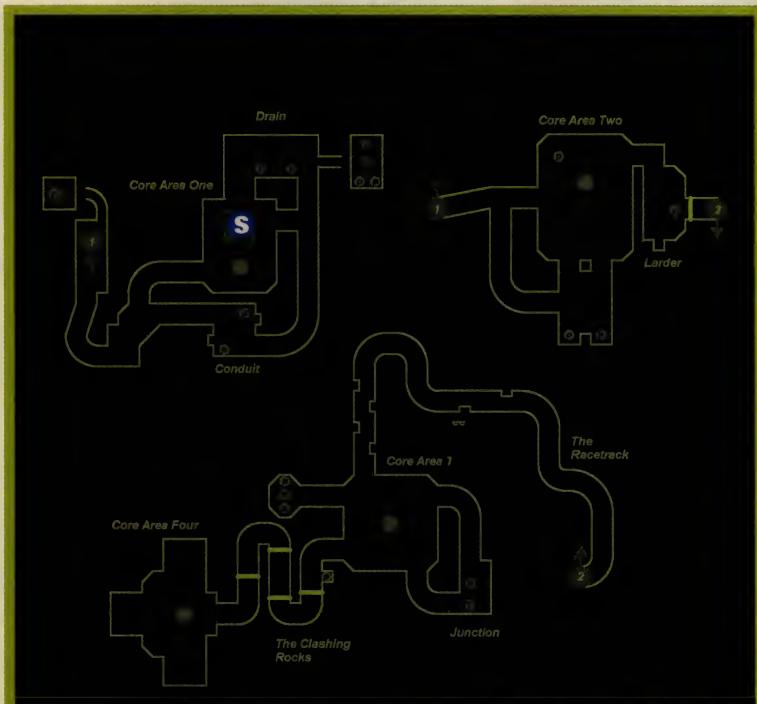
You will need to stay in this area protecting this Reactor Core until the shield around it raises to form an impenetrable wall. At this point dive through the passage closest to the Core and destroy the Snub Bot at the far end. Enter the second passage behind the wrecked Snub Bot and blast the waiting enemy ships, then proceed along the passage until you find a hole in the floor.



Dive down into this hole and race to the end of the corridor where you will find the second Reactor Core already under attack. Blast all the enemies around the second core and then remain in Core Area 2 until the protective shield rises around the second core.

Quickly exit this area through the Larder, then open the door to your left and scoot down the next long passage using the nitro that you have just collected. You will arrive at the third Reactor Core just in time and must destroy the enemy units before the core is damaged too badly.

Once the shield rises around this third core, dart into the Clashing Rocks tunnel and fly through the doors until you reach the fourth and final Reactor Core at the end. Complete your mission by defending this Reactor Core until the shield rises, and you can move to the next challenging level.



DEFEND THE POWER MAP

THE

CHARACTER

NIM SOO SUN

Nim Soo Sun was brought up in the circus and used to perform an act where people from the audience were invited to challenge her in the combat arena. She is a master of knife throwing, and has trained extensively in most forms of unarmed combat including Jeet Kune Do making her more than a match for any man. When a challenger died in the ring at work, Nim Soo Sun was forced to leave or face prosecution on a murder charge. Scared of nothing, Nim Soo Sun now scans the galaxy looking for treasure and works as an assassin for high fees.

INFO

Level 19: Defend the Power

Difficulty: Hard

Mission

Objective: Defend the four reactor cores.

Enemy Types:

Beam Turret, Swarm, Suppressor, Shade, Snub Bot, Laz Bot, Airmobil, Hunter, Fodder, Levitank, Mec Ton.

Power-ups:

Power Pod, Golden Power Pod, Weapon Energy, Shield, Titan, Solaris, Beam Laser, MFRL, Pine Mine, Nitro, Orbital Pulsar, Resnic Reanimator, Scatter.



1 Reactor Core 3 is positioned on the ceiling at the end of the Racetrack. You will need to fly through this area at top speed to be sure of reaching your goal in time.

2 Protect the fourth Reactor Core until the protective shield rises again, you will then have successfully completed this mission.

TOP TIP: If time's running out, restart the game to return with all lives intact.

PAGE NO.

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VOLUME SEVEN



REFINERY

STRATEGY:

The Refinery has become a hiding place for the last of the MDF's elite corps and your mission is to eliminate them all. You will start the mission with an enemy counter in the top left hand corner of the screen and every time you destroy an MDF target the total number of enemies will decrease. As soon as the enemy counter reaches zero your mission will have been completed.

You will find that navigating your way around the Refinery can be rather tricky as there are loads of dark tunnels and areas that have no lighting. Try using single shots from your primary weapon to create a light source to assist you in finding small tunnel entrances and exits. The enemy forces do not all appear



You will need to pass through this shaft at extreme speeds to avoid being blasted by this high powered electric charge.

inside the Refinery at the start of the level and many enemies will re-spawn a few times. To ensure that you have destroyed all the enemies in an area just wait for a few seconds after the battle and listen closely to the sounds in the nearby rooms. If you can hear enemy ships re-spawning, hold your position and then destroy them before moving on through the complex.

There are limited resources available to you on this level, so make sure you use your weapon and ammunition power-ups wisely. Aim carefully at the faster flying ships and use secondary weapon fire to boost your attacks against larger more dangerous targets.



CHARACTER CLARK CULVER

Money, money, money is Clark Culver's motto, and he has seen a fair bit throughout his life. Clark got rich in the casinos playing his favourite card game Baccarat, until the authorities caught him cheating that is. Culver took to his anti-grav bike and then disappeared into the depths of space constantly on the run from the authorities and keeps on the move most of the time. He now makes money wheeling and dealing, by buying stock at knock down prices and selling it off for more.

Clark Culver has the fastest bike in the game with terrific acceleration and good turning ability, although there's not much room for many weapons.



Control Centre

REFINERY MAP



1



2

1 You will find yourself severely outnumbered at certain points and only the best battle technicians will make it to the other side.

2 The enemy forces that are gathered in this area are the best of the MDF's ships. Destroy all 50 enemies and you will then be able to move on to the next mission.

PLAYERS
1-4CART SIZE
128MbMEMORY
YesPUBLISHER:
AcclaimDEVELOPER:
Iguana UKGAME TYPE: Shoot-'em-up
ORIGIN: UKRELEASED:
PRICE:June '98
£59.99

LEVEL 21 SEWER

STRATEGY:

For this next mission you have been transported into the Parisian Sewer System and must destroy as many of the MDF troops as possible within four minutes. There are a total of 42 enemies lurking within the sewers, and you will find most of them grouped in certain areas.

You start the mission inside the Armoury and have several power-ups available to you to assist with your mission. Quickly grab the most



TOP SECRET
In order to move to the next mission on the hardest difficulty setting you must achieve a kill

rating of over eighty per cent, or at least 34 of the 42 enemies available. If you fail to achieve this target however, you will be sent to the Ship mission on the medium difficulty path.

important items and then head through the small entrance in the wall into the Station, turn to your right and fly into the small dark tunnel to find a Power Pod, then attack the enemies in the Station area. Fly up into the lower passage on the right-hand side and then drop down through the hole in the floor into the Lower Drain. Blast the Mine Layer and the Levitank, then return through the tunnels to the Station. This time take the upper passage into the Drain Loop and fly around the loop to the Upper Drain. Use your Titan Missile to blast a fair number of the enemies grouped in the Upper Drain, then fly into this area and use your Pulsars to finish off any survivors.

With the Upper Drain cleared head back through the tunnels and return to the Lower Drain, where more enemies wait. Destroy all of them all, then once they've been defeated more enemies will re-spawn in the Upper Drain. With time running out, dash back to the Upper Drain and blast as many enemy ships as possible before your time limit expires. If you manage to defeat at least 32 of the enemy ships you will be able to progress to the next mission.



INFO

Level 21: Sewer

Difficulty: Hard

Mission Objective:

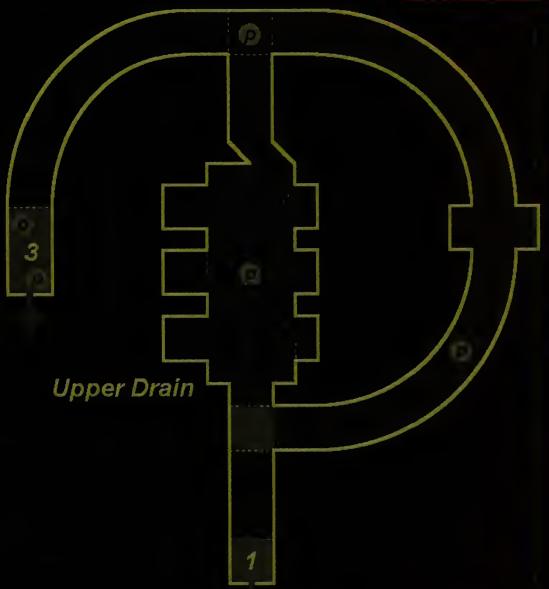
Eliminate as many enemy robots as possible within four minutes.

Enemy Types:
Mine Layer, Hunter, Levitank, Suppressor, Swarm, Airmobil.

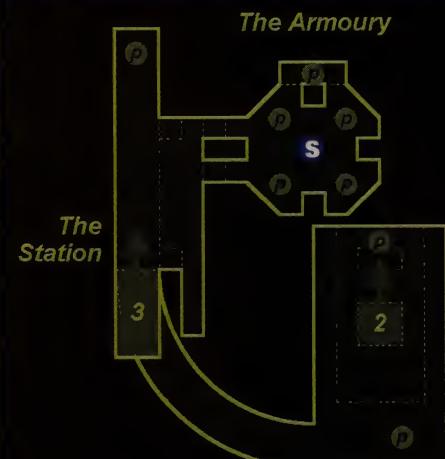
Power-ups:
Power Pod, Shield, Weapon Energy, Beam Laser, Transpulse, Titan, Suss-Gun, Mug, Orbital Pulsar.

The Upper Drain is where most of the MDF ships are located. Keep returning here to see if any more ships have re-spawned.

Drain Loop



Lower Drain



SEWER MAP

VOLUME SEVEN



STABILIZERS

STRATEGY:

Your mission is to prevent Reactor meltdown by finding the five pacifying crystals and ferrying them one by one to the Atomic Core.

CRYSTAL 1

Start the mission by entering the room directly ahead and moving up two floors through the hole in the ceiling. Now open the door to your left into Substation 1, and then blast the two waiting tanks. Open one of the doors on the far side of the Substation and fly through the passage into Substation 2. Quickly destroy the two Gun Turrets before they batter your shield and then grab the first Crystal from the ledge. To deposit the Crystal return through the Substation to the shaft and then follow the orange passage to the far end. Now drop down through this shaft to the very bottom of the level where you must fly over the top of the Tolchok Reactor to deposit the Crystal.

CRYSTAL 2

Fly back through the orange shaft and then drop down through the hole in the floor to the level below. Now proceed along the corridor blasting all the enemies and Gun Turrets, then

LEVEL BOSS

AQUA FORCE 1

After collecting Crystal 4 the door beside the Condemned Area will open giving you access to the level boss Aqua Force 1. You do not need to fight this battle, but if you are feeling in the mood for some extra blasting action it is highly recommended. This boss is a large silver submarine, that has been specially built for underwater combat. This battle is again underwater, which means that you will be unable to get behind the boss. Your movement around the arena will be extremely impaired, and your weapons will fire at a reduced rate. To defeat Aqua Force 1, position yourself behind the large column in the arena and blast the boss with your Pulsar Cannon.

This will destroy both the boss unit and the incoming missiles.



INFO

Level 22:
Stabilizers

Difficulty: Hard

Mission Objective: Place five Stabilising Crystals in reactor core.

Enemy Types:
Dual Turret, Pulse Turret, Beam Turret, Swarm, Suppressor, Snub Bot, Shade, Hunter, Fodder, Mec Ton, Levitank, Aqua Force 1, Ex-Cop.

Power-ups:
Power Pod, Golden Power Pod, Shield, Weapon Energy, Mug, Nitro, Orbital Pulsar, Titan, Transpulse, Trojax, Suss-Gun, Solaris, Scatter.

enter the door to the Condemned Area at the far end. Now position your bike as close to the ceiling as possible and fly around the small radioactive passage and then shoot the switch that's around the corner. You will now be able to pass through the locked gate to retrieve the second pacifying Crystal.

CRYSTAL 3

After depositing Crystal two, fly back through the orange shaft and then open the door opposite to enter The Track. Grab the power-ups in the entrance and then use a nitro to dash along the radioactive corridor to the right to grab the third pacifying Crystal.

CRYSTAL 4

After delivering the third Crystal to the Atomic Core head back up the orange shaft and then drop down two levels through the hole in the floor. Now open the door to your right and enter the



Radiation Corridors will drain shield energy and your life force extremely quickly, always move quickly when in these areas of high danger.

Glasshouse area, where you must find and defeat Ex-Cop. Once Ex-Cop has been destroyed you then find the fourth Stabiliser Crystal behind the Glass.

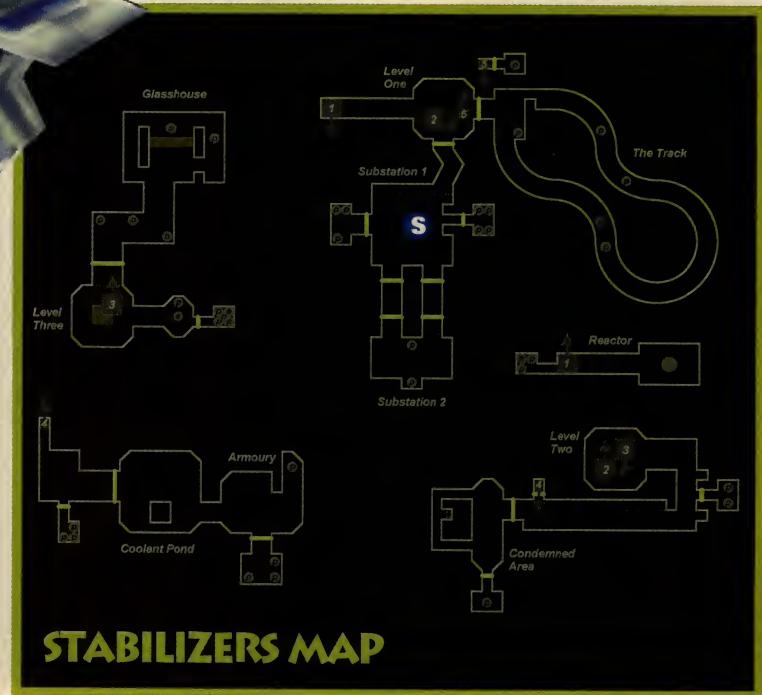
CRYSTAL 5

Once you have delivered the fourth Crystal to the Atomic Core head back along the orange shaft and then fly up towards the ceiling to find a small door. Inside this small door you will find the fifth and final Stabiliser Crystal.



1 There are five Pacifying Crystals hidden around the level, which you must collect and deposit into the Tolchok Reactor.

2 This is the Atomic Core where the Crystals must be delivered. Fly over the top of the Reactor to drop them into the core one by one.



STABILIZERS MAP

PLAYERS
1-4CART SIZE
128MbMEMORY
YesPUBLISHER:
DEVELOPER:Nintendo
In-houseGAME TYPE:
ORIGIN:3D Platform
JapanRELEASED:
PRICE:1 March
£59.99

THE BABALAS MISSIONS

STRATEGY:

There are five parts to this final mission which takes place inside Babalas Complex – refer to the specified level maps to find them all.

Your mission here is to destroy all the Babalas Commanders and the Power Crystal in order to save the Forsaken planet.

PART 1 DEFEAT MANMEK

(Refer Level 5 Map)

Start the level by exploring the three floors and blasting all of Manmek's protectors. As soon as all the smaller enemies have been destroyed, the door to the Crushing Room will open and Manmek will appear in the Assembly Area. Use your Titan Missile to cause severe damage to the Babalas Boss unit and then continue to attack with your most powerful weapons. After a while Manmek will begin to retreat towards the Crushing Room; and to finish the battle you will have to follow him in.

Enter the Crushing Room and lure Manmek into the centre of the room, then blast the two switches on either side to lower Manmek into the floor to be crushed. Once Manmek has been destroyed you can move on to face the next Babalas Commander.

PART 2 DEFEAT MALROID

(Refer Level 13 Map)

At the start, turn around and dash into the dark tunnel behind you to collect a Power Pod.

Now enter the Cave Area and blast the Gun Turrets before following the passage on the left down to a large room. Blast the two tanks lurking in this area and then fly into the corridor on your left to destroy another Gun Turret. Once this Turret has been destroyed Malroid will appear in the Amphitheatre, so quickly grab the power-ups that are there and head back into the large room. T

Take the wing to the left and fly through to the Amphitheatre at the back, then enter the small passage at the rear of the room to find some more power-ups including a precious Golden Power Pod. Grab these items and then return to the Amphitheatre to blast Malroid with everything you have got. Once Malroid has been destroyed you will move on to face the third Babalas Commander.

PART 3 DEFEAT DREADNOUGHT

(Refer Level 8 Map)

Start this section by flying into the small passage to the left and collecting all the power-ups. Now turn around and head back to the start and then enter the passage on the opposite side to collect a few more items. Place Pine Mines at the front of the Repair Bay and then fly to a position behind Dreadnought to assist the mines in destroying the four Gun Turrets. Once Dreadnought is freed from the Repair Bay, follow him into the Chase Track and follow him firing your most powerful weapons. When Dreadnought's energy reaches a critical level he will exit the Chase Track and fly into the Factory Area. To finish this mission, follow Dreadnought into the Factory and activate the switch on the wall to demolish this unit.

PART 4 DESTROY THE POWER CRYSTAL

(Refer Level 5 Map)

At the start, head to the right to collect an Orbital Pulsar, and then enter the Hallway to destroy several Gun Turrets. After the Hallway area has been cleared, head to the Upper Repository and destroy all the enemies inside. Exit the Upper Repository at the far end and then enter the Gun Store to destroy the heavily armoured Snub Turrets. Leave the Gun Store by the door on the opposite side and head back towards the Hallway demolishing all the enemies in the Lower Repository along the way. To finish this mission enter the Crystal Room and blast all the Gun Turrets around the room. As soon as all these turrets have been destroyed you will be able to move on to face the final Babalas Commander.

PART 5 DEFEAT RAMQUAN

(Refer Level 5 Map)

Start this final mission by dashing forwards into Ramquan's Chamber and blasting the big red monster until he falls into the Battle Chamber below. Now quickly collect all the power-ups floating around Ramquan's Chamber, before edging towards the hole in the floor and aiming your target at the island in the centre. Wait until Ramquan lands on this central island and then unleash all your most powerful weapons, before quickly ducking to the side to avoid the

incoming missiles. Continue attacking Ramquan in this manner until his energy reaches near critical level, then enter the Battle Chamber and follow Ramquan into the Acid Bath area. To finish this final mission dive under the acid and activate the four switches on the wall and then Ramquan will slowly be lowered into the pool to be destroyed.

Congratulations you have completed the final mission and have saved the Forsaken World.



Level 23: Battle

Difficulty: Hard

Mission Objective:
Destroy the four Bosses and the Power Crystal to save the Forsaken Planet..

THE END

Once you have blasted all the Babalas Commanders you can safely land on the planet and live in peace.



GT64

Skid marks are good. They prove that you've torn up the countryside, slammed your opponents into oblivion and stormed home to crack open the champagne. The only way you can achieve this? Read the definitive

64 SOLUTIONS guide of course!



CONTROLS

Here are the controls you'll need to burn rubber around the circuits.

A BUTTON: Accelerate – put the pedal to the metal

B BUTTON: Brake – slam on the Anchors

▲ C BUTTON: Changes camera view (5 choices)

▼ C BUTTON: Changes camera view (5 choices)

◀ C BUTTON: Rear view – see what's happening behind you

▶ C BUTTON: Rear view – see what's happening behind you

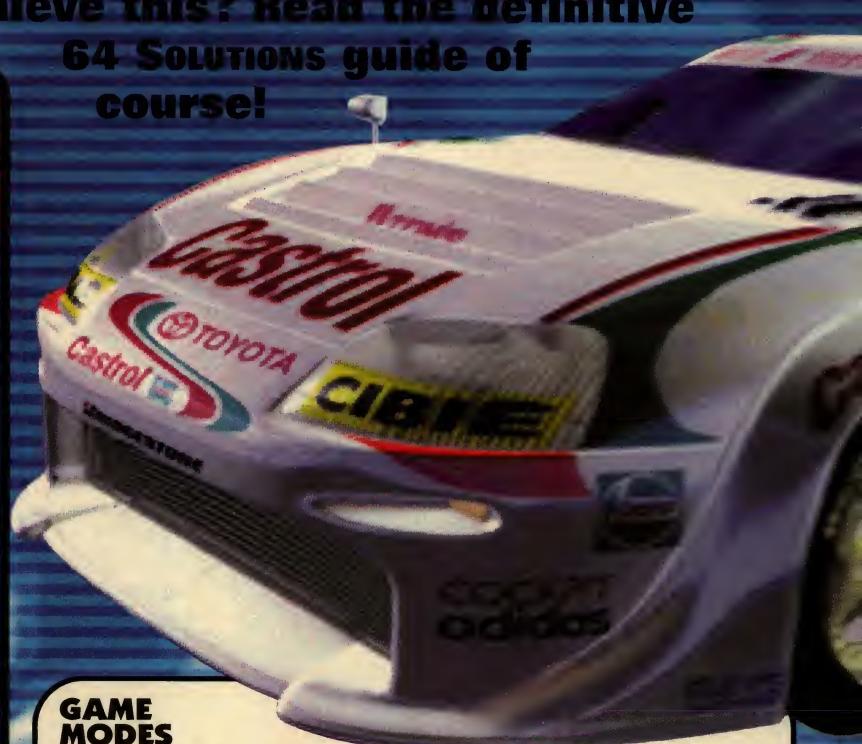
ANALOGUE PAD: Steers the car left and right

Z BUTTON: Shift Down during manual transmission

LEFT BUTTON: Shift Down during manual transmission

RIGHT BUTTON: Shift Up during manual transmission

D-PAD: Steers the car left and right



GAME MODES

Championship: The chance to whip seven other teams and laugh in their faces. The first one across the finishing line wins. Gaining winner's points you then have the chance to become champion. You can only become true champion on races lasting 24 laps though, so a challenge lays ahead.

Time Attack: Hurtle around the tracks beating your own times, as well as the clock!



GT64 offers a wide choice of cars, each with different attributes. Tighten your seat belt, it's time for take off.

Battle: Race against a friend or the computer one on one.

Free Run: A practice option where you simply cruise the tracks getting to know all the twists and turns. It only lasts 15 minutes then you're thrown back into the action.

IT'S THE PITS

Taking too many hits from other cars or collisions with the barriers will cause damage to your car and this will be noticed in your car's handling and speed therefore impairing overall performance and race times.

Using the pit stops to make repairs, but use them wisely or you may drop down a position or two.

Ideally use the pits in the last half of the race to give yourself an edge over the other drivers. Another good time to use them is when the majority of the pack is far behind you, not when they're on your tail!

PLAYERS
1-2CART SIZE
128MbMEMORY
YesPUBLISHER: Ocean/Imaginéer
DEVELOPER: GenkiGAME TYPE:
Racer
ORIGIN: JapanRELEASED:
PRICE: £44.99Out Now
£44.99

64 SAYS

IN ISSUE 16
64 MAGAZINE
SAID:

"FAST RACING
ACTION WITH
COOL CARS AND
SOLID GRAPHICS"



64 MAGAZINE ISSUE
19 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
NEWSAGENTS

THE FIRST AND BEST
NINTENDO 64 MAG!



1 Keep your foot firmly on the floor as you tear through this first easy left-hand bend, and then continue to accelerate into the next corner.



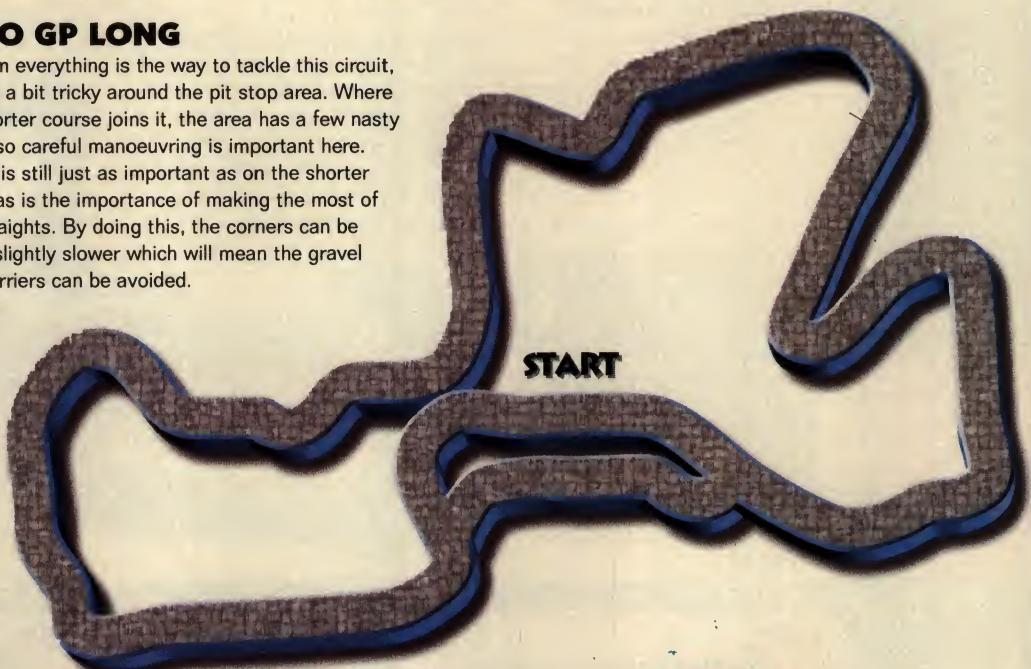
2 Slam on the brakes and then use your handbrake to slide into this tight left hand bend. Be careful not to slide onto the gravel.



3 Slow right down to get around this tight hairpin, and then start to accelerate again into the next series of turns.

EURO GP LONG

Medium everything is the way to tackle this circuit, but it's a bit tricky around the pit stop area. Where the shorter course joins it, the area has a few nasty turns, so careful manoeuvring is important here. Speed is still just as important as on the shorter track, as is the importance of making the most of the straights. By doing this, the corners can be taken slightly slower which will mean the gravel and barriers can be avoided.



4 Tuck in tight to the left-hand side to enable yourself to slide nicely around this long sweeping bend. Keep your foot firmly on the floor.



5 You can cut across the grass around this chicane without losing too much speed. There's no need slow down whilst in these corners.



6 Just before you arrive at the final bend, you must tackle this medium sharp left hand corner. Touch the brakes and you should slide nicely.

CARS

Burning rubber
requires the right
equipment. Why not
try one of these
cars for size?

SELECT A TEAM



Raybrig-Nsx

Faster than a speeding bullet, this beast makes the other cars feel insecure when it's in the pit stop. If it is speed that you're after then the Raybrig-Nsx is for you. Handling suffers slightly, but it is worth it.

SELECT A TEAM



Imagineer GTR.

Quick acceleration, and the ability to take bends like they were going out of fashion, the Imagineer GTR is best Japan's got to offer. Lacks a decent top speed but a good braking ability means good handling.

SELECT A TEAM



5 Zigen-Supra.

A good all round car, with brilliant handling and zippy acceleration. You should use this feisty monster on the Japanese tracks, if you want any chance of winning.

TOP TIP: When skidding, accelerate and steer in the opposite direction.

PAGE NO.

79



1 When the light go green, put your foot to the floor and accelerate through the first left-hand bend.



2 Slam on the brakes then turn tightly into this left hand hairpin and you should slide around the bend.



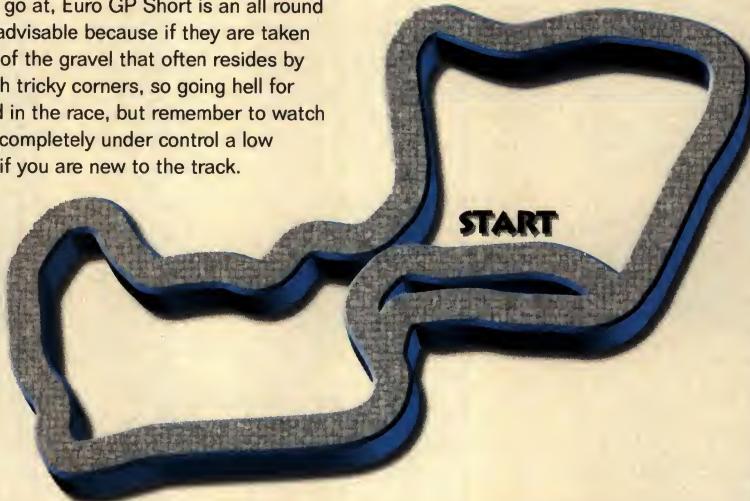
3 You can cut across the grass to avoid braking through this quick left-right chicane.

Euro GP Short

Medium everything is the best way to tackle this course. A fast surface, with only a few nasty bends to have a go at, Euro GP Short is an all round track. Watching the sharper bends is advisable because if they are taken too quickly it can be a pain to get out of the gravel that often resides by them. The few straights rarely end with tricky corners, so going hell for leather is a good way of getting ahead in the race, but remember to watch the corner indicators! To keep the car completely under control a low spoiler may be a good idea especially if you are new to the track.



Try to avoid the gravel around the side of the track, it will only slow you down!



1 Brake hard and turn slowly around this bend, then you can accelerate once you are past this point.



2 Tap the brakes to avoid crashing into the barriers around the edge of the circuit.



3 Controlling the car across the lumps and bumps can prove to be fairly tricky.

Japan GP Short

The course with some of the most difficult bends, chicanes and opportunities to lose, Japan GP Short will take a lot to master. The use of gears is very important if you are to truly succeed as you will be tackling some rough old corners, so keeping in the lowest gear ratio as often as possible is the best idea.

When a straight appears though, make full use of it but remember to slow down and keep eye out for any twists that may pop up. Japan GP Short also requires that your car is suitably adjusted. A soft suspension is the best to use because it makes cornering that much easier. The same applies for tyre types. Your car's spoilers should ideally be fully down, again to maximise cornering ability.



Although the road surface means good speeds can be achieved, if any progress is to be made, car control is the most important aspect to be considered on this course.

INFO

European GP

Distance: Short

Difficulty:

Medium

Speed: Fast

Best Car:
Ocean GTR

INFO

Japanese GP

Distance: Short

Difficulty: Hard

Speed: Fast

Best Car:
Imagineer GTR



1-2



128Mb



Yes

PUBLISHER: Ocean/Imagineer
DEVELOPER: Genki

GAME TYPE:
ORIGIN:
Racer
Japan
RELEASED:
PRICE:
Out Now
£44.99

1



1 Touch the brakes and then quickly turn left then right to get through this fast chicane.

2



2 Take the inside line and you can accelerate through this sloping right-hand corner.

3



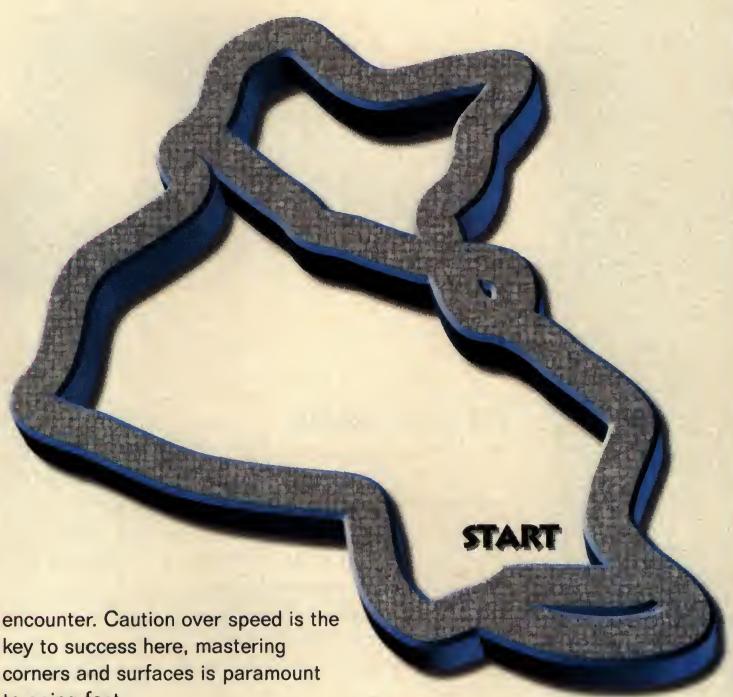
3 Avoid using the handbrake for cornering, a slight touch on the brake pedal is all that's needed.

JAPAN GP LONG

The hardest of the lot, Japan GP Long requires all the skill of the shorter course, but now there are



more bends and different surfaces. Narrower road areas also mean it is best to try and enter these sections head on, and watching your car's speed. Again, a low gear is the best choice, as are downward spoilers to make the most of the car's grip. The only real difference to this track is that it might be better to harden your tyres slightly so they get a better grip in the mud you



encounter. Caution over speed is the key to success here, mastering corners and surfaces is paramount to going fast.

4



4 The inside line is by far the best way into these corners, you can accelerate immediately after the turn.

5



5 If you look closely at the balcony on the right, you can see my gran whilst on holiday last year.

6



6 Sliding around the corners will enable you to accelerate away much faster.

INFO

Japanese GP

Distance: Long**Difficulty:** Hard**Speed:** Fast**Best Car:** Kure

CARS

Burning rubber requires the right equipment. Why not try one of these cars for size?

SELECT A TEAM

CHAMPIONSHIP

| | | |
|------------|-----------|-----------|
| NP CONCEPT | DRIVE SP5 | DRIVE SP5 |
| DRIVE SP5 | DRIVE SP5 | DRIVE SP5 |
| DRIVE SP5 | DRIVE SP5 | DRIVE SP5 |
| DRIVE SP5 | DRIVE SP5 | DRIVE SP5 |
| DRIVE SP5 | DRIVE SP5 | DRIVE SP5 |

OCEAN

DARREN BETTS

Ocean GTR

The sportiest looking car, but also the heaviest of the bunch. It lacks any decent handling and slides a lot. The excellent top speed and brake system help overcome this though.

SELECT A TEAM

CHAMPIONSHIP

| | | |
|----------------|--------|--------|
| DENSO SUPRA GT | SP5000 | SP5000 |
| SP5000 | SP5000 | SP5000 |

T. TANIGAWA

M. KAZUYAMA

Denso Supra GT

Best suited for Europe, the good brakes and speed coupled with the fantastic acceleration over shadow the dodgy handling. It also excels in America on the straights and slows well for the 90° turns.

SELECT A TEAM

CHAMPIONSHIP

| | | |
|----------------------|--------|--------|
| CASTROL CERUMO SUPRA | SP5000 | SP5000 |
| SP5000 | SP5000 | SP5000 |

K. KAMEISHI

H. TAKEUCHI

Castrol Cerumo Supra

The same as the Denso Supra, only it handles better. This beauty will throw itself at any course offered and will do well on all courses.

TOP TIP: Take all corners on the inside to lower time scores and avoid crashing.

PAGE No.

81

1



1 Avoid the gravel, but you must keep as close to the left-hand side of the track as possible.

2



2 Slow down through these 90° bends, or you will crash into the barriers along the side.

3



3 Keep your eyes on the road ahead, so you can anticipate which direction the corner will turn.



START

USA GP LONG

Much the same as the shorter course, USA GP Long features loads more 90° turns and straights. The car settings don't require that much changing but considering there are more corners, the spoilers might be worth lowering to give you better grip on the road surface. This will affect your speed, but until you have mastered the track it may be worth

doing. Unlike other courses of GT64, the USA tracks gives very little opportunity for short cuts (over grass, gravel etc) so spot on turning and timing is a necessity if you want to avoid crashing into all the barriers.



If you look closely enough at the back of this car you can see a nodding dog!

4



4 Keep your foot on the gas right until the last minute, then brake hard and turn into this right-hander.

5



5 Slam on the brakes and turn hard into the corner, the car will begin to slide around the bend.

6



6 Accelerate hard away from this bend as there is a monster one straight ahead of you.

INFO

USA Gp

Distance: Long

Difficulty: Easy

Speed: Fast

Best Car: Nissan 300ZX GTS

CARS

Burning rubber requires the right equipment. Why not try one of these cars for size?

SELECT A TEAM

CHAMPIONSHIP



Nissan 300ZX GTS

The worst of the lot, but worth running through its paces for the more experienced driver. The superb brakes never really get used because it is hard to get excited by it.

SELECT A TEAM

CHAMPIONSHIP



Kure

Average top speed and cornering ability this car's better to look at than drive. Gets away quickly and if the lead can be gained there will be a challenge to maintain it.

SELECT A TEAM

CHAMPIONSHIP



Avex Dome Mugen NSX

A really zippy mover, this gem will pull ahead of the field where ever it can. Braking isn't too hot, so it is best suited for the USA Long straight courses.

PLAYERS
1-2CART SIZE
128MbMEMORY
YesPUBLISHER: Ocean/Imagineer
DEVELOPER: GenkiGAME TYPE:
ORIGIN:Racer
JapanRELEASED:
PRICE:Out Now
£44.99

1



1 The first corner you come to is a 90° corner to the right at the end of the short straight.

2



2 A touch on the brakes should help you to slide nicely around this medium corner.

3



3 Watch out for the right-hand bend at the very top of this hill. Your reactions are being tested.

START



USA GP SHORT

Long straights capped with horrible corners, USA GP Short requires speed with a pinch of common sense. Every corner is a 90° angle, so hurtling along then attempting a sharp turn is a bad idea. Hard tyres are best suited to this course and to make turning easier a hard suspension will stop you from bumping about too much.

When it comes to spoilers, again speed is important so angle them to give the best performance. Changing gear isn't that important, so a medium gear ratio will be best. Reaching top speeds whilst watching the map, then judging when to slow down as bends approach is the key to success here.

Do you think the crowd all shop at the same store or what?

4



4 This is the longest straight in the entire game, so keep your foot to the floor and enjoy the scenery.

5



5 This corner is so wide that you could fit several tanks side by side and still have room to manoeuvre.

6



6 The final bend is a monster left-hander. Tap the brakes and then slide your way to the finish line.

INFO

- USA Gp**
- Distance:** Short
- Difficulty:** Easy
- Speed:** Fast
- Best Car:** Nissan 300ZX GTS

SELECT A TEAM

CHAMPIONSHIP

| | |
|------------------------|-------------|
| DRIVING SKILL LEVEL | 12 |
| CAR SPEED | 600KPH |
| CHASSIS | 4WD |
| DRIVE (L/M/R/W) | 40/5/100/80 |
| FRONT SUSPENSION (L/R) | 220 |
| REAR SUSPENSION (L/R) | 220 |
| TYRES (L/R mm) | 156/1535 |
| | |
| ENGINE SPEED | 6000-7000 |
| DISPLACEMENT (cc) | 2543 |
| MAX POWER (kW/rpm) | 330/6000 |
| MAX TORQUE (Nm/rpm) | 70.0/4000 |

S. MOTOMURA

K. HOSHINO

SELECT A TEAM

CHAMPIONSHIP

| | |
|------------------------|-------------|
| DRIVING SKILL LEVEL | 12 |
| CAR SPEED | 600KPH |
| CHASSIS | 4WD |
| DRIVE (L/M/R/W) | 40/5/100/80 |
| FRONT SUSPENSION (L/R) | 220 |
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| DISPLACEMENT (cc) | 2543 |
| MAX POWER (kW/rpm) | 330/6000 |
| MAX TORQUE (Nm/rpm) | 70.0/4000 |

I. TANAKA

M. HASEMI

SELECT A TEAM

CHAMPIONSHIP

| | |
|------------------------|-------------|
| DRIVING SKILL LEVEL | 12 |
| CAR SPEED | 600KPH |
| CHASSIS | 4WD |
| DRIVE (L/M/R/W) | 40/5/100/80 |
| FRONT SUSPENSION (L/R) | 220 |
| REAR SUSPENSION (L/R) | 220 |
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| | |
| ENGINE SPEED | 6000-7000 |
| DISPLACEMENT (cc) | 2543 |
| MAX POWER (kW/rpm) | 330/6000 |
| MAX TORQUE (Nm/rpm) | 70.0/4000 |

A. SUZUKI

T. KAWABUCHI

Calsonic Skyline.

Average, average, average. If you are up for a challenge then this is for you. Brakes are wonky too.

Unisia Jecs Skyline

Another average motor, this car handles well though, and the acceleration is slightly better than most too. One of the best for Japan.

Zexel Skyline.

If you want to win then this white wonder will do it for you. Good handling, speed and acceleration make it a trophy winner.



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SECRET GAMES COMMISSION FU



GUAN' DÉAD OR

HAMBURGER MIT

TURBO BLADE
COMBAT BOO



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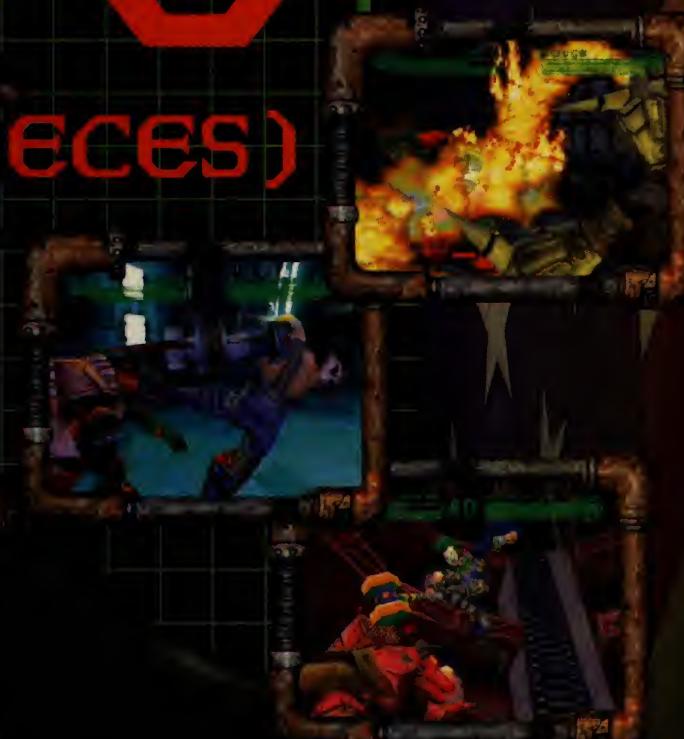
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ITIVE INVESTIGATIONS

RED ALIVE (OR IN PIECES)

"The best beat 'em up on the N64."
64 Magazine, July '98

"The finest fighting game available for the system."
VSIXTYFOUR, July '98



SPIKE-O-MATIC



ROGUE FREAK, IF SEEN DO NOT
TO RESTRAIN HIM, MAIM HIM.

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BIO FREAKS

BIO FREAKS

Bio Freaks were then created in laboratories by way of Cybernetics, in order to fight out wars in arenas set up by The Secret Games Commission. Here are all the moves to be the best.

CHEATS

FIRST-PERSON PERSPECTIVE

During a fight, hold Away on the control pad and press Start, in order to get right up close to your opponent. If switch lock held down on the control pad and press Start.



INFO

The Freaks: Biological Flying Robotic Enhanced Armoured Killing Synthoids, are bred in laboratories and have peak strength and agility. They are controlled through a bio-drive that allows them to download combat skills and strategies.

Three levels of

Freak:

Synthoid: Have tissue regrowth abilities

Retros: Regrowth for a limited period – cybernetic enhancements are then attached.

Dozers: Apart from the brain all body parts are artificial.

64 SAYS

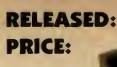
IN ISSUE 19
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SAID:
"OFFERS THE
PLAYER GOOD
AND GORY
ACTION"



64 MAGAZINE ISSUE
19 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
NEWSAGENTS

THE FIRST AND BEST
NINTENDO 64 MAG!



PLAYERS
1-2CART SIZE
128MbMEMORY
YesPUBLISHER: GT Interactive
DEVELOPER: Midway/SaffireGAME TYPE:
Beat-'em-up
ORIGIN: USARELEASED:
Out Now
PRICE: £44.99 TBA

LEVEL BOSSES

MUTILATOR

Freak Classification: Dozer

Speciality: Gruesome Weaponry

Background: This veteran of the battle ring is one of the most experienced fighters of all time.

Coming up against this mean mutha is going to be tough – what with her chest cannon, missile launchers, wrecking ball and other macabre weapons which now make up her entire body. The only original organic part left of Mutilator is her brain, but that is now fully controlled by her makers at Micro-Gene.



CLONUS

Freak Classification: Unknown

Speciality: Mirror opponent's form

Background: Clonus is the only creation of Edisson Extractions' founder, Professor Raymond Deux and was bred purely for experimentation purposes. So secret was this experiment that only the professor knows the full extent of this Freak's abilities.

When faced with fighting Clonus you'll notice that he has the unique ability to mirror his opponents, not only in form but also in their actions – this obviously this is an added advantage when in battle as it confuses opponents..



THE BASIC MOVES

| | |
|-------------------|--------------------------------|
| Jump | ↑ |
| Crouch | ↓ |
| Block, Autoshield | ↔ |
| Walk Forward | ⇒ |
| Jump Punch | ↑ + LP or RP |
| Jump Kick | ↑ + LK or RK |
| Jump Shoot | ↑ + FR |
| Hover Charge | ⇒ ⇒ |
| Dash Back | ⇒ ⇐ |
| Arena Throw | ⇒ + LP + LK |
| Crouch Punch | ↓ + LP or RP |
| Crouch Kick | ↓ + LK or RK |
| Get Up Attack | LP when down |
| Get Up Shoot | FR when down |
| Back Punch | LP or RP with back to opponent |
| Back Kick | LK or RK with back to opponent |
| Shoot Up | LP + FR |
| Dodge Left | ↓ ↓ or Dodge Left Button |
| Dodge Right | ↓ ↑ or Dodge Right Button |
| Activate Shield | ↔ + FR |
| Taunt | LP + RK |

GAME MODES

Fight the computer or other players. Arcade mode is the standard game mode with many variations.

ARCADE MODE

Choose your character and fight the computer or other players in one-hit fatalities.

VS MODE

Take to the battle arena and fight other players.

SURVIVAL MODE

The longer you survive the more points you will earn. You can earn points by defeating enemies and defeating the computer.

PRACTICE MODE

Character and practice all the basic moves. Then impress your friends with your new skills.



CONTROLS

Control your Fighting Freaks by bashing the following buttons

A BUTTON: Fire (FR) – if all else fails, use your powerful weapons to full advantage.

B BUTTON: Thrust – bored with the ground? Fly up and take them from the air

▲ C BUTTON: Right Punch (RP) – go in with a few hints and reduce their energy

▼ C BUTTON: Left Kick (LK) – use kicks to full advantage when you land a combo

◀ C BUTTON: Left Punch (LP) – get in close and spill some blood

▶ C BUTTON: Right Kick (RK) – if you want to keep your distance, plant a kick

ANALOGUE PAD: Control Character

Z BUTTON: Not Applicable

LEFT BUTTON: Dodge Left – move out of the way of those left hooks

RIGHT BUTTON: Dodge Right – those right hooks come in just as fast

D-PAD: Control Character

BULLZYE

Freak Classification: Synthoid
Speciality: Hungry for a win

AERIAL ATTACKS

| | |
|----------------------|-----------|
| Left Aerial Grenade | ↔ + LP |
| Right Aerial Grenade | ↔ + RP |
| Aerial Skull Bomb | ↔ LK + LP |

SPECIAL MOVES

| | |
|----------------------|-------------|
| Triple Grenade | ↔ ↓ ↴ ↴ |
| Hi-Low Attack | ↔ ↴ ↓ ↴ |
| Plasma Rain | ↑ RP + LP |
| Rocket Climb | ↔ ↴ ↓ ↴ FR |
| Dive, Roll and Shoot | ↔ ↔ FR |
| Skull Bomb | ↔ ↓ ↴ ↴ RK |
| Charge Forward | |
| And Shoot | ↔ ↔ RP + LP |
| Energy Drain | ↔ ↔ LP |
| Slide Away | |
| And Shoot | ↔ ↔ RP + LP |
| Air Chop Gun Attack | ↓ ↑ RK + LK |
| Left Grenade | ↔ LP |
| Right Grenade | ↔ RP |
| Shoulder Charge | ↔ ↔ LP |
| Plasma Storm | ↓ ↑ RP + LP |
| Nuke Bomb | ↔ ↔ ↓ ↴ RP |
| Strafe Shoot Right | ↓ ↓ FR |
| Strafe Shoot Left | ↓ ↑ FR |

ABOUT BULLZYE

Created by Micro-Gene as a soldier clone and has fought many times in the Battle Pits. He can overcome any opponent and is proud to be the best - even though he harbours a desire to be human.



PULL OFF... THE SPIN AND DECAP

- 1 Bullseye's hand begins to glow
- 2 Spins around delivering a neck blow.
- 3 As you celebrate, your opponent can only bleed

1

2

3



DELTA

Freak Classification: Synthoid
Speciality: Speed

AERIAL ATTACK

Hover Track Shot ↔ RK + LK (then FR)

SPECIAL MOVES

| | |
|---------------------|------------------|
| Razor Spin | ↔ ↓ ↴ ↴ LP |
| Rising Turbo Top | ↔ ↔ RK |
| Sword Spout | ↔ ↴ ↓ ↴ FR |
| Energy Demon | ↔ ↔ RK + RP |
| Energy Stab | ↔ ↔ RP + LP |
| Scissor Sword | ↔ ↔ LP (then RP) |
| Turbo Top II | ↔ ↔ RP |
| Plasma Dome | RP + LP ↓ |
| Spirit Fire | ↔ ↔ LP |
| Raised Sword Attack | ↔ ↔ FR |
| Fly By Wing Attack | ↔ ↔ RP + LP |
| Spin Strike | ↔ ↔ RK + LK |
| Laser Swipe | ↔ ↔ LP |
| Mystic Rumble | ↔ ↓ ↴ ↴ LK + LP |
| Planted Pounce | RK + LK ↓ |
| Back Strike | ↓ ↔ RK + RP |

ABOUT DELTA

Background: One of the fastest Freaks, Delta (created by Detroit's General Genetics Gi-Corp) has won many championships. She lost her arm to Minatek, but chose not to opt for an enhanced weapon. Although Delta has links with the Resistance, she's a valuable asset.



Life Stealer ↔ ↔ LK + LP

Laser Spin ↔ ↴ ↓ ↴ RK + LP

PULL OFF... THE BODY BREAKER MOVE

- 1 Delta lights up her deadly twin blades
- 2 Moves in and plants blow in the midrif
- 3 Your opponent ends up as half the fighter that they used to be

1

2

3



MUTILATIONS

| | |
|--------------|--------|
| Body Breaker | ↔ ↔ LK |
| Spinner | ↔ ↔ RP |

COMBOS

| |
|---------------------|
| RP RP LP |
| LK RP RK |
| RP RP LK RP + LP |
| LP LP RP RK ↑ + LP |
| LK RP LP LP RP + LP |
| LP LP RP RK LP RP |

JUGGLE COMBO

↓ ↓ + RP LP LP RP RK LP RP



PLAYERS
1-2CART SIZE
128MbMEMORY
YesPUBLISHER: GT Interactive
DEVELOPER: Midway/SaffireGAME TYPE:
Beat-'em-up
ORIGIN:
USARELEASED:
Out Now
PRICE:
£44.99 TBA

MINATEK

Freak Classification: Dozer
Specialty: Weapons and armour



AERIAL ATTACK

Aerial Ground Shockwave ↪ RP + LP

SPECIAL MOVES

| | |
|---------------------------|--------------------------|
| Jet Uppercut | ↔ ↔ LK |
| Mouth Cannon Barrage | LK + RP + LP |
| Guided Salvo | ↔ ↔ LK ↔ LP |
| Spinning Hammer | ↔ LK ↔ RP |
| Rocket Salvo | RP + LP ↓ |
| Single Guided Missile | ↔ ↓ LK → FR |
| Rocket Slide Attack Left | ↓ ↑ FR |
| Wrecking Ball | ↔ ↔ RP |
| Ram And Slide | ↔ ↔ FR |
| Triple Shot Battle | ↔ ↔ LK |
| Cannon | RK + LK ↓ |
| MRV | Ground Shockwave |
| Nuke Canister | ↔ ↔ LK → FR |
| Mace Cannon | ↔ ↔ RP |
| Chain Sweep | ↔ ↔ RP |
| Gas Breath | ↔ ↔ RP + LP |
| Charge And Ram | ↔ ↔ LK |
| Target And Fire | ↔ ↔ LK → RK (then FR) |
| Bull Bellow | ↔ ↔ RK + RP |
| Spinning Shockwave | ↔ ↔ RK + LK |
| Rocket Slide Attack Right | ↓ ↓ FR |
| Chain Sweep | ↔ ↔ RP |
| Gas Breath | ↔ ↔ RP + LP |
| Charge And Ram | ↔ ↔ LK ↔ RP |



Target And Fire
↔ ↔ LK
↔ RK (then FR)

Bull Bellow
↔ ↔ RK + RP
Spinning Shockwave
↔ ↔ RK + LK

Rocket Slide Attack Right
↓ ↓ FR

MUTILATIONS

| | |
|------------|-------------|
| Get Spiked | ↔ ↔ LP + LK |
| Bite Nite | ↔ ↔ LP |

COMBOS

| |
|----------------|
| LK LK RP |
| RP RP LK |
| RK LP RP RP RP |
| RK LP LP RP FR |
| RK LP LP RK LP |



PULL OFF... THE GET SPIKED MOVE

- 1 Minatek raises his victim into the air
- 2 Holds them high for everyone to see
- 3 Then throws the lifeless body to the ground with great force

1

2

3

WINNER

PSYCLOWN

AERIAL ATTACKS

| | |
|---------------------|-------------|
| Aerial Shield Throw | ↔ ↔ + LP |
| Balloon Mines | ↔ + RP + LP |

SPECIAL MOVES

| | |
|-----------------------|-------------------|
| Bouncing Ball | ↔ LK ↔ + RP |
| Shield Skip | ↔ ↔ + LP |
| Head Tracker-Crouched | RP + LP + ↓ FR |
| Hammer Uppercut | ↓ ↑ + RP |
| Zorrorcut | ↔ LK ↔ + RP |
| Sliding Flea Trail | ↔ ↔ + RK + LK |
| Big Wheel Slide | ↔ + RK + LK |
| Foot Smash | ↓ ↓ + RP |
| Hammer Glove | RK + RP + LP |
| Shield Throw | ↔ ↔ + LP |
| Chattering Teeth | ↓ ↑ + LP |
| Flea Attack | ↔ LK ↔ + LP |



Boomerang Shield
↔ LK ↔ + LP

Hammer Throw
↔ ↔ + RP

Golf Swing
↔ ↔ + LK

Dyno Balloons
↔ ↔ + RK

MUTILATIONS

| | |
|-----------|---------------|
| Zorro Cut | ↔ LK ↔ + RP |
| Buzz Cut | ↔ ↔ + LP + LK |

COMBOS

| |
|---------------------|
| RP RP LP |
| LK RP RK |
| RP RP LK RP + LP |
| LP LP RP RK ↑ + LP |
| LK RP LP RP + LP |
| RP RP RK LK RP |
| LP LK RK LP LK + RP |
| RK LP RK LK RP |
| LP LP RP RK LP RP |

JUGGLE COMBO

↔ ↔ LK ↔ + RP LK LK RP



PULL OFF... THE BUZZ CUT MOVE

- 1 Psy clown's shield arm starts to glow
- 2 He spins and plants awesome blow
- 3 Psy clown then laughs at his opponent's screams.

1

2

3

WINNER

ABOUT PSYCLOWN

Rumours abound that this Synthoid, who is constantly on an adrenaline rush, is a clone of the dead son of Duplications Unit's CEO. Psy clown is out to punish the man that's responsible for his creation.



VOLUME

90

PURGE

Freak Classification: Retro
Specialty: Fearlessness



ABOUT PURGE

Created by NewCell Inc., Purge has one of the best bio-drives going. This character is one of the fiercest and his loyalty to the games is impeccable.

SPECIAL AERIAL MOVE

Carpet Bombing RP + LP

SPECIAL MOVES

| | |
|----------------|----------------------|
| Flame Pillars | ↔ ↔ LP |
| Phoenix Attack | ↔ ↔ ↓ ↴ ⇒ RP + LP |
| Blender | RK + LK ↓ |
| Fire Ring | FR ↑ |
| Burning Top | ↔ ↔ FR |

| | |
|------------------|-------------|
| Flame Blast | ↔ ↓ ↴ ↴ FR |
| Fan Deflect | ⇒ ↴ RK + RP |
| Cutting Top | ↔ ↓ ↴ ↴ RP |
| Multi-fire Balls | ⇒ LK LP |
| Fan Stumble | ⇒ RP LP |
| Nepalm canister | ↔ RP + LP |
| Fan Charge | ⇒ LP |
| Fanning Flames | ⇒ ⇒ RK |
| Lawn Mower | ⇒ ⇒ RP |
| Hand Fan | ⇒ ⇒ LP |
| Ground !?! | ↔ ↓ ↴ ↴ RK |
| Hi-Low Burn | ↓ ↑ FR |

MUTILATIONS

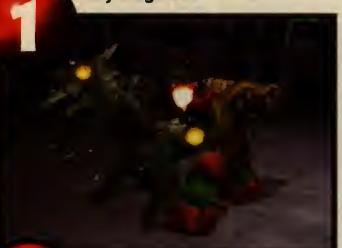
| | |
|-------------|-------------|
| Time Killer | ↔ ↔ RP + RK |
| Fan Blades | ↔ ↓ ↴ ↴ RK |

COMBOS

| | |
|---------------------|--|
| LP LP LK | |
| RP RP LP | |
| LK LP RK | |
| RK LK ↓ + RK | |
| LP RP RP LP RP + LP | |

PULL OFF... THE FAN BLADES MOVE

- 1 Purge's arms begin to glow orange
- 2 Moves forward and spins both arms
- 3 Enemy is cut into lots of tiny fragments



SABOTAGE

AERIAL ATTACKS

| | |
|-----------------------|-------------|
| Air Homing Mine | ↔ + RP + LP |
| Aerial Electric Snare | ↔ + RK + LK |
| Aerial Javelin | ↔ ↔ + RP |

SPECIAL MOVES

| | |
|----------------------|-------------------|
| Tazer Shot | ↔ ↓ ↴ ↴ + RP |
| Teleport | RK + LK + ↓ |
| Dodge Left N' Shoot | ↓ ↑ + FR |
| Dodge Right N' Shoot | ↓ ↓ + FR |
| Javelin Toss | ↔ ↔ + RP |
| 3 Javelin Toss | ⇒ ↔ ↴ ↓ ↔ + RP |
| Spinning Bola Shot | ⇒ ↔ + RP + LP |



| | |
|-------------------|---------------|
| Back Defense | FR |
| Floating Mines | ↔ + RK + RP |
| Poison Dart | ⇒ ↓ ↴ ↴ |
| Blind Slug | ⇒ + LP |
| Flame Ammo Change | ⇒ ↔ + FR |
| Short Circuit | ↔ ↔ + FR |
| Shield Breaker | ↔ ↔ + LP |
| Ammo Change | ↓ ↑ + RP + LP |

PULL OFF... THE EXPLODING JAVELIN

- 1 Sabotage's sword begins to glow
- 2 Sticks it right into opponent's neck
- 3 As opponent staggers back, the javelin explodes



ABOUT DELTA

As a bounty hunter for the Chief Games Commissioner, Sabotage has had a great deal of experience in tracking rebels. She was enhanced for the Violent Crime Department when she served for the police.



PLAYERS
1-2CART SIZE
128MbMEMORY
YesPUBLISHER: GT Interactive
DEVELOPER: Midway/SaffireGAME TYPE: Beat-'em-up
ORIGIN: USARELEASED:
PRICE:Out Now
£44.99 TBA

SSAPO

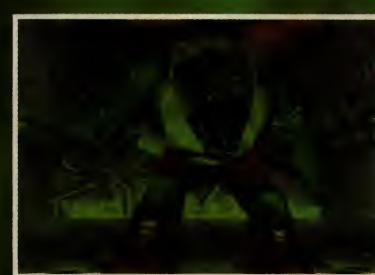
Freak Classification: Retro
Specialty: Cybernetic Weaponry

AERIAL ATTACKS

| | |
|----------------------|-------------------------|
| Aerial Harpoon | $\Rightarrow + RP + LP$ |
| Aerial Puke Fireball | RK + LK |

SPECIAL MOVES

| | |
|----------------------|---|
| Gas Bubble | $\Leftrightarrow \Leftrightarrow + LK + LP$ |
| Swamp Attack | $\Downarrow \Updownarrow + FR$ |
| Swamp Teleport | $\Downarrow \Updownarrow + LP$ |
| Stink Attack | LK + RP + \Downarrow |
| JAWS | $\Leftrightarrow \Leftrightarrow + RP$ |
| Energy Spread | $\Rightarrow \Rightarrow + LK$ |
| Puke Fireball | $\Leftrightarrow \Downarrow \Downarrow \Rightarrow + FR$ |
| Fire Blast | $\Leftrightarrow \Rightarrow + FR$ |
| Bad Breath Attack | $\Leftrightarrow \Leftrightarrow + RK$ |
| Triple Shockwave | RK + LK + LP |
| Electrical Shockwave | LK + RP + LP |
| Cannon Puke | |
| Fireball | $\Downarrow \Downarrow \Downarrow \Leftrightarrow \Leftrightarrow + RK$ |



PULL OFF... THE HEAD CHOMP MOVE

- 1 Ssapo moves in close to his victim
- 2 Opens wide and takes a big mouthful
- 3 Then munches merrily while his opponent dies slowly.

1

2

3

MUTILATIONS

| | |
|---------------|-------------------------------------|
| Harpoon Chain | $\Rightarrow \Rightarrow + LP$ |
| Head Chomp | $\Rightarrow \Rightarrow + RP + RK$ |

COMBOS

| | |
|--------------------------|--|
| LP LP RK | |
| Hit: RP RP LP | |
| Hit: LK LK RP | |
| Hit: LP RP RP LP RP + LP | |
| Hit: LK RK RP RK RP | |

JUGGLE COMBO

| | |
|---------------------------------------|--|
| $\Downarrow \Downarrow + LP RP LP LP$ | |
|---------------------------------------|--|



PULL OFF... THE SPIKE PUNCH MOVE

- 1 The spike begins to glow orange
- 2 Winds up arms to deliver killing blow
- 3 Floats like a butterfly stings like a liquidizer

1

2

3

| | |
|----------------------|---|
| Mitt Shockwave | LK + RP + LP |
| Dive, Slide, & Shoot | RK + LK |
| Double Whammy | $\Leftrightarrow + RK + RP$ |
| Ram & Slam | $\Rightarrow \Rightarrow \Rightarrow + LP$ |
| Running Clothesline | $\Leftrightarrow \Downarrow \Downarrow \Rightarrow + RP$ |
| Twist Again | $\Leftrightarrow + LK + RP$ |
| Foot Hurricane | $\Rightarrow + RK$ |
| Tumble & Slam | $\Leftrightarrow \Downarrow \Downarrow \Downarrow \Rightarrow + LP$ |
| Spike Grenade | $\Leftrightarrow, \Leftrightarrow + FR$ |
| Maul Attacker | $\Rightarrow \Rightarrow + RK$ |
| Spinning Top | $\Rightarrow \Rightarrow + LK$ |

MUTILATIONS

| | |
|-------------|-------------------------------------|
| Arm Chop | $\Rightarrow \Rightarrow + RP + LP$ |
| Spike Punch | $\Rightarrow \Rightarrow + RP$ |

COMBOS

| | |
|---------------------------------|--|
| RP RP LP | |
| LK RP RK | |
| RP RP LK RP + LP | |
| LK RP LP LP RP + LP | |
| RK LK RP LP RP | |
| LK RK RK LP RP | |
| LP LP RP RK LP RP | |
| LP LP RP RK $\Updownarrow + LP$ | |

JUGGLE COMBO

| | |
|---------------------------------------|--|
| $\Downarrow \Downarrow + RP RP LP RP$ | |
|---------------------------------------|--|



ABOUT ZIPPERHEAD

After losing both forearms in a battle with Bullseye, Zipperhead experienced a breakdown. His limbs were then replaced with cybernetic weaponry, now he's a killing machine.

FREAK CLASSIFICATION: Retro

Specialty: Independent thought

AERIAL ATTACKS

| | |
|--------------------|--------------------------------|
| Air Triple Grenade | $\Rightarrow \Rightarrow + FR$ |
| Aerial Stunt | RK + LK |

SPECIAL MOVES

| | |
|----------------|--------------------------------|
| Tornado Vortex | $\Rightarrow \Rightarrow + LK$ |
| Triple Buzzsaw | $\Downarrow \Downarrow + FR$ |
| Gunfighter | $\Downarrow \Updownarrow + FR$ |
| Boot Leg: | $\Rightarrow + RK + LK$ |
| Buzz Strafe | $\Rightarrow \Rightarrow + RK$ |

WETRIX

It's not just raining, but it's pouring and if you don't build your dams quick enough you'll have a big flood on your hands. Follow our guide and stay high and dry.

FLOOR DESIGNS

Once you've completed the eight lessons in Practice mode you're able to choose from 12 special floors to play on, here's a few:



Union Jack



Stars and Stripes



Baseball Square



Love Heart

You start with a basic flat landscape and in the style of Tetris, items will fall from the sky.

Use these items carefully in order to build enclosures for the water which will

also fall from the sky, either in great lumps or as rain. If you don't build wisely enough your drain will overflow and it will be Game Over. There are other items from heaven – such as

fireballs, ice and bombs – which will help you build up your score.

Start off in Practice mode, then when you get good challenge a mate. Mind you don't get your feet wet though.

DROP - DOWNS

There are a wide range of items that fall from the sky and each has a different effect.

Learn how to use them to your advantage, to prevent your drain from overfilling.

UPPERS

Use these red blocks to build up the height of your landscape and prevent water from seeping off the sides. They can also be used to repair ground that has been damaged by a bomb.

DOWNERS

Green blocks are used to lower the height of the landscape, you can use these to reduce the amount of land on your world, having too much will eventually result in an earthquake.

WATER

Water bubbles will appear and must be dropped onto the landscape to make

lakes. Always try to make sure you have secured an area with uppers in order to stop the water from running straight into the drain.

RAIN

Rain falls constantly all over your world and this must be contained by placing a wall around the edge of your landscape.

RUBBER DUCKY

When your lakes hold a certain amount of water, a Rubber Ducky will appear and begin to float on the water. Each lake with a duck will earn you a bonus multiplier, although you can only have one duck per lake.



FIRE BALLS

These burning balls are used to evaporate water from your landscape and your drain. You can also use them to melt ice and to destroy areas of built-up



BOMBS/REBOMBS

Bombs will blow a hole in your landscape which you must fill by placing an upper on them. If you drop a bomb onto an existing hole you will cause a Rebomb, that will blow holes all over your landscape.

MINES

Mines appear in your lakes when you start to build up a high score, and they will stay on screen for a



1 Place Uppers around the edge of the landscape to stop water escaping.



2 Having a Rainbow on your landscape will multiply your score by ten.



3 Aim Bombs into the corner where they cannot damage your lakes.

PLAYERS
1-2CART SIZE
64MbMEMORY
NonePUBLISHER:
Zed TwoOcean
Zed TwoGAME TYPE: Arcade Puzzler
ORIGIN: UKRELEASED:
PRICE:Out Now
£39.99

GAME MODES

There are six different game modes available to test your puzzling skills. Each mode presents new challenges for you to overcome, therefore more experienced players will still have their skills tested.

PRACTICE MODE

Practice mode allows you to learn the techniques for building a really high score. Complete the eight lessons to learn all the tricks of trade.



CLASSIC MODE

The game starts fairly slowly and gradually increases the speed as you progress through the levels. Every time you advance a level, new items will come into play making the game slightly more difficult, until you reach level ten where all items are available and the game speed is at maximum.

PRO MODE

This game is very similar to the Classic mode, but this time you begin on Level 5. The game still advances through the levels, gaining speed and new items, also bombs will now fall in pairs making the game much more demanding.

HANDICAP MODE

Handicap mode gives you more advanced problems to deal with as well as trying to deal with the array of falling items. These range from ice levels to having the drain half full at the beginning of the level.

CHALLENGE MODE

Challenge mode offers a wide range of puzzles ranging from a one minute game to a 500 piece game.

MULTI-PLAY MODE

Battle against a friend to see who is the Wetrix champion.

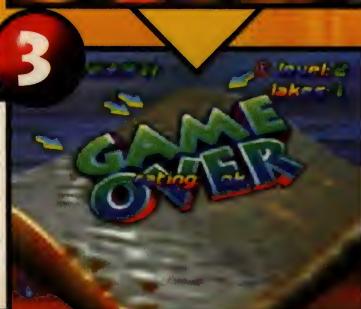
You are also able to launch attacks on your opponent's screen by pressing the Z or L button which will fire the attack shown on the energy bar at the bottom of the screen.



short time period. Whilst floating the mines will not cause any trouble, but if you evaporate the water from underneath them they will explode.

EARTHQUAKES

Having too many uppers on your landscape will cause your earthquake meter to rise. When it reaches the top the land will convulse and holes will appear all over the place, and more often than not this will lead to the end of the game.



PIECES DROP RANDOMLY.

And they get faster. Use them wisely to build walls and evaporate water before an earthquake occurs.



4 Use orange Uppers to repair holes made by falling Bombs.

5 Ice cubes can't be controlled when they are falling, they will freeze lakes.



4 Use orange Uppers to repair holes made by falling Bombs.

5 Ice cubes can't be controlled when they are falling, they will freeze lakes.



IN ISSUE 16
64 MAGAZINE SAID:
"HIGHLY
COMPLEX AND
ADDICTIVE
GAMEPLAY"



64 MAGAZINE ISSUE
19 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
NEWSAGENTS
THE FIRST AND BEST
NINTENDO 64 MAG!

CONTROLS

Follow these controls to keep your water works in order.

A BUTTON: Drop Piece – when drop-down is positioned, put into place

B BUTTON: Rotate Piece – position drop-downs as they fall

▲ C BUTTON: Tilt Arena Up – for a different perspective.

▼ C BUTTON: Rotate Arena To The Right

◀ C BUTTON: Rotate Arena To The Left

▶ C BUTTON: Rotate Arena – move the landscape for a different view

ANALOGUE PAD: Move Falling Piece

Z BUTTON: Attack (Two-player mode)

LEFT BUTTON: Attack (Two-player mode)

RIGHT BUTTON: Camera zoom – move in closer to the action

D PAD: Move Falling Piece – if you prefer, use this instead of the Analogue pad

TOP TIP: Always leave an area in one corner so that you can drop bombs there.

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If you feel the need to get knee-deep in someone else's blood, look no further than 64 SOLUTIONS. Our full guide reveals all the special moves, weapons and fatalities.

CHEATS

INFO



ALTERNATE COSTUME

Rotate the select screen pictures twice to access each character's second outfit.



VS KOMBAT KODES

These codes must be input on the two-player versus screen where the character profiles are pictured.

There are six boxes at the bottom of the screen, three for player 1 and three for player 2. Input the codes by pressing the following buttons the corresponding amount of times: Low Punch, Block, and Low Kick

FOR EXAMPLE:

123-123 No Power
Press LP, BL, BL, LK, LK, LK on pad 1 and LP, BL, BL, LK, LK, LK on pad 2

| | |
|---------|-----------------------------------|
| 111-111 | Free Weapon |
| 100-100 | Throwing Disabled |
| 010-010 | Disable Maximum Damage |
| 110-110 | Disable Throws And Maximum Damage |
| 001-001 | Unlimited Run |
| 012-012 | Noob Saibot |
| 002-002 | Weapon Kombat |
| 020-020 | Rains Blood Wind World Stage |
| 123-123 | No Power |
| 222-222 | Random Weapons |
| 333-333 | Random Kombat |
| 321-321 | Big-Head Mode |
| 444-444 | Armed and Dangerous |
| 050-050 | Explosive Kombat |
| 555-555 | Many Weapons |
| 666-666 | Silent Kombat |
| 060-060 | No Rain In Wind World |

STAGE CODES

| | |
|---------|----------------|
| 011-011 | Goro's Lair |
| 101-101 | Shaolin Temple |
| 022-022 | The Well |
| 202-202 | Living Forest |
| 033-033 | The Elder Gods |
| 303-303 | The Prison |
| 313-313 | Ice Pit |
| 044-044 | The Tomb |
| 055-055 | Wind World |
| 066-066 | Reptile's Lair |



64 SAYS

IN ISSUE 16
64 MAGAZINE SAID:
"FAST VIOLENT AND GORY –
EVERYTHING YOU COULD WANT"



64 MAGAZINE ISSUE 19 IS OUT NOW AND IS AVAILABLE FROM MOST GOOD NEWSAGENTS

THE FIRST AND BEST NINTENDO 64 MAG!

PLAYERS
1-2CART SIZE
64MbMEMORY
NonePUBLISHER:
DEVELOPER:GT Interactive
EurocomGAME TYPE:
ORIGIN:Beat-'em-up
USARELEASED:
PRICE:Sept '98
£59.99

KOMBAT 4



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THE BASIC MOVES

| | | |
|-------------------|--------------------------|--|
| F | Forward | Walk toward the opponent |
| B | Back | Walk away from the opponent |
| U F | Up + Forward | Jump toward the opponent |
| U B | Up + Back | Jump away from the opponent |
| U | Up | Jump directly upward |
| D | Down | Duck down |
| R R | Run Run | Sidestep Out |
| D R R | Down Run Run | Sidestep In |
| HP | High Punch | Punch to opponents Face |
| LP | Low Punch | Punch to opponents Body |
| HK | High Kick | Kick to opponents Face |
| LK | Low Kick | Kick to the opponents Body |
| BL | Block | Block Direct Hits and Projectile Weapons |
| D + R | Down + Run | Pick up weapon or object from the floor |
| R + F | Run + Forwards | Run towards opponent. |
| B + HK | Back + High Kick | Roundhouse Kick |
| B + LK | Back + Low Kick | Foot Sweep |
| D + HP | Down + High Punch | Uppercut |
| D + LP | Down + Low Punch | Punch to opponents Midriff |
| D + LK | Down + Low Kick | Ankle Kick |
| D + HK | Down + High Kick | Crouch Kick/Vertical Side Kick/Crotch Kick |
| HP (Close) | High Punch | Face Smash/Head-but/Forearm Smash |
| LP (Close) | Low Punch | Throw |
| HK (Close) | High Kick | Knee Smash |
| LK (Close) | Low Kick | Bone Breaker |

SECRET CHARACTERS



FIGHT AS GORO

Select the 'Hidden' icon on the character selection screen and then press, Up, Up, Up and then press Run and Block.



FIGHT AS NOOB SAIBOT

Select the 'Hidden' icon on the character selection screen and then press, Up, Up, and over 1 and then press Run and Block.



CONTROLS

Here are the buttons to control your fighter in your forthcoming battle.

A BUTTON: Low Punch – aim blows at your opponent's torso

B BUTTON: High Punch – aim blows at your opponent's face

▲ C BUTTON: High Kick – aim kicks at your opponent's head

▼ C BUTTON: Run – dash in to perform a quick combo on your enemy

◀ C BUTTON: Block – defend against opponent's attacks

▶ C BUTTON: Low Kick – aim kicks at your opponent's legs

ANALOGUE PAD: Move character in all directions

Z BUTTON: Block – defend against opponent's attacks

LEFT BUTTON: Sidestep In – use this to sidestep missile attacks

RIGHT BUTTON: Side step Out- Use this to sidestep missile attacks

D PAD: Move Character left, right, jump, and crouch

FIGHT AS MEAT

Meat is a rather unsavoury and gory version of whichever character you choose to play, and he will take on the moves of this character. To open this unsightly kombatant, access Group mode and win as all 16 characters.



TOP TIP: Use the Kombos to take huge chunks of your opponent's health.

PAGE NO.

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JAX**WEAPONS****Own:** Spiked Club**Alternate:** Shinnok's Battle Staff**Alternate:** Kai's Ghurka Knife**BASIC MOVES**

| | |
|-----------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head-butt | HP (Close) |
| Arm Whip | LP (Close) |
| Knee Breaker | LK (Close) |
| Knee Smash | HK (Close) |

SPECIAL MOVES

| | |
|---------------|--------------|
| Draw Weapon | D, F, HP |
| Ground Wave | F, F, D, LK |
| Dash Punch | D, B, LP |
| Backbreaker | BL (mid-air) |
| Fist Fireball | D, F, LP |

MULTI-SLAM

| | |
|----------|------------------------|
| 1st Slam | LP (Close range) |
| 2nd Slam | Hold Run + BL + HK |
| 3rd Slam | Hold HP + LP + LK |
| 4th Slam | Hold HP + BL + LK |
| 5th Slam | Hold HP + LP + HK + LK |

WEAPONS**Own:** Warhammer**Alternate:** Sonya's Wind Blade**Alternate:** Kai's Ghurka Knife**BASIC MOVES**

| | |
|-----------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | -B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head Butt | HP (Close) |
| Power Bomb | LP (Close) |
| Skull Crusher | LK (Close) |
| Knee Smash | HK (Close) |

SPECIAL MOVES

| | |
|-------------------------|----------|
| Draw Weapon | F, B, HP |
| Torpedo Dive | F, F, LK |
| (Can be done in midair) | |
| Teleport | D, U |
| Lightning Bolt | D, B, LP |

WEAPON MOVES

| | |
|----------------------------|--------------|
| Midair Upward Swing | HP in midair |
| Midair Downward Swing | LP in midair |
| Swing Away From The Camera | HP |
| Swing Toward The Camera | |

WEAPON MOVES

| | |
|-----------------------------|--------------|
| Midair Upward Swing | HP in midair |
| Midair Downward Swing | LP in midair |
| Swing Away From Camera | HP |
| Swing Toward Camera | |
| (Opponent hits the surface) | LP |

KOMBOS

| | |
|--------|---|
| 11-Hit | HP, HP, HK, D + HP, R + F, HP, HP, UF + HK, BL, R + F, LP |
|--------|---|

FATALITIES

| | |
|-------------------|--|
| Arm Rip (Close) | Hold LK for 5 Secs, F, F, D, F + Release LK |
| Head Clap (Close) | B, F, F, D + BL |

STAGE FATALITIES

| | |
|---------------------|--------------|
| Prison Fan (Close) | F, F, B + LK |
| Goro's Lair Ceiling | |
| Spikes (Close) | F, F, B + HP |

CLOSE UP... THE ARM RIP FATALITY

- 1 Stand close to grab your victim
- 2 Tug hard and free the first limb
- 3 Apply extra pressure to pull the remaining arm clear.

1**2****3****CLOSE UP... THE OVERHEAD FATALITY**

- 1 Raiden starts to fry his victim
- 2 The voltage reaches critical level
- 3 With a bang the body shatters into millions of pieces

1**2****3****ABOUT RAIDEN**

Protector of the Earth realm, Raiden has put together a force of great warriors to aid him in his battle against Shinnok. It is time for the God of Thunder to finish the reign of terror and return Shinnok to the Netherealm.

PLAYERS
1-2CART SIZE
64MbMEMORY
NonePUBLISHER:
GT InteractiveDEVELOPER:
EurocomGAME TYPE:
Beat-'em-upORIGIN:
USARELEASED:
PRICE:
Sept '98
£59.99

SHINNOK

WEAPONS

Own: Battle Staff
Alternate: Scorpion's Long Sword
Alternate: Tanya's Boomerang

BASIC MOVES

| | |
|---------------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head-but | HP (Close) |
| Overhead Power Slam | LP (Close) |
| Neck and Body Break | LK (Close) |
| Knee Smash | HK (Close) |

ABOUT SHINNOK

After Quan Chi freed him from his confines, Shinnok has overtaken the realm of Edenia. He has been waiting patiently, busy plotting revenge against Raiden for his lengthy imprisonment.

SPECIAL MOVES

Draw Weapon B, F, LP

IMPERSONATIONS

| | |
|-------------|-------------|
| Kai | F, F, F, LK |
| Raiden | D, F, F, HP |
| Liu Kang | B, B, F, HK |
| Reptile | B, B, F, BL |
| Scorpion | F, B, LP |
| Jax | F, D, F, HK |
| Reiko | B, B, B, BL |
| Johnny Cage | D, D, HP |
| Jarek | B, B, B, LK |

Tanya
Fujin
Sub-Zero
Quan Chi
Sonya

B, F, D, BL
F, F, B, HK
D, B, LP
B, F, B, F, LK
F, D, F, HP

WEAPON MOVES

| | |
|------------------------|--------------|
| Midair Upward Swing | HP in midair |
| Midair Downward Swing | LP in midair |
| Upward Swing | HP |
| Downward Swing | LP |
| Dashing Straight Stab | B + HP |
| Foot Sweep | B + LP |
| Block Using The Handle | Hold BL |

FATALITIES

Hand of Hell (Close) D, B, F, D + Run
Two Hand Smash (Close) (Hold BL) D, U,U, D + BL

STAGE FATALITIES

Prison Fan (Close) D, D, F + HK
Goro's Lair Ceiling Spikes (Close) D, F, B + HP

CLOSE UP... THE SQUEEZABLE FATALITY

- 1 Shinnok disappears, this hand rises
- 2 It grabs the victim and squeezes hard
- 3 Then drags the crushed remains into the ground



LUI KANG

WEAPONS

Own: Dragon Sword

BASIC MOVES

| | |
|-----------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head-but | HP (Close) |
| Ankle Slam | LP (Close) |
| Back Breaker | LK (Close) |
| Knee Smash | HK (Close) |

Midair Downward Slash LP in midair
Horizontal Chest Slash HP
Diagonal Torso Slash LP
Dashing Straight Stab B + HP
Horizontal Spin Slash B + LP
Block With The Blade Hold BL

KOMBOS

| | |
|--------|---|
| 10-Hit | HP, HP, HK, D + HP, R + F, HP, HP, Hold LK, LP, UF + HK, F, F, HP |
| 9-Hit | U + HP, HP, HP, HK, D + HP, R + F, HP, HP, Hold LK, F, F, HK |
| 7-Hit | (In corner) UF + HK, UF + HK, HP, Hold LK, LP, F, F, HK, F, F, HK |
| 6-Hit | Hold LK, F, F, HK, HP, HK, D + HP, R + F, HP, Hold LK, F, F, HK |

FATALITIES

Dragon Swing (Just Outside Sweep) F, F, F, D + HK + LK + BL
Throw and Fireball (Close) F, D, D, U + HP

CLOSE UP... DRAGON SWING FATALITY

- 1 Liu Kang casts his deadly spell
- 2 The dragon moves and grabs victim
- 3 Then violently swings the limp body and discards it



STAGE FATALITIES

Prison Fan (Close) F, F, B + LP
Goro's Lair Ceiling Spikes (Close) F, F, B + HK



ABOUT LUI KANG
The champion of Mortal Kombat has returned to rescue the princess Kitana, being held prisoner by Quan Chi. He has joined forces with Raiden to build an army of Earth warriors to battle the forces of Shinnok.

WEAPON MOVES

| | |
|-------------------------|----------------------------------|
| Midair Upward Slash | HP in midair |
| High Fireball | F, F, HP |
| (Can be done in midair) | |
| Low Fireball | F, F, LP |
| Flying Kick | F, F, HK |
| Bicycle Kick | Hold LK for 3 secs then release. |

VOLUME SEVEN

REIKO



WEAPONS

Own: Spiked Club**Alternate:** Liu Kang's Dragon Sword**Alternate:** Fujin's Cross Bow

98



ABOUT REIKO

Reiko was thought to have been killed in one of the earlier battles against the Elder Gods. However, he has re-emerged as a general in Shinnok's army and now leads the dark warriors into battle.

BASIC MOVES

| | |
|-----------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head Butt | HP (Close) |
| Power Bomb | LP (Close) |
| Arm Breaker | LK (Close) |
| Knee Smash | HK (Close) |

SPECIAL MOVES

| | |
|----------------------|---------------------------------|
| Draw Weapon | D, B, HP |
| Teleport | - D, U |
| Follow-Ups | BL to throw once at close range |
| Spin Around Opponent | B, F, LK |
| Flip Kick | B, D, F, HK |
| Shuriken | D, F, LP |

WEAPON MOVES

| | |
|------------------------|--------------|
| Midair Upward Swing | HP in midair |
| Midair Downward Swing | LP in midair |
| Swing Away From Camera | HP |
| Uppercut Swing | B + LP |

| | |
|--|---------|
| Swing Toward Camera (Opponent hits the surface) | LP |
| Quick Overhead | |
| Downward Swing | B + HP |
| Block With The Handle | Hold BL |

KOMBOS

| | |
|--------|---|
| 10-Hit | HP, HK, HK, D + HK, B, UF + HK, D, U, HP, D, U, BL |
| 8-Hit | HP, HK, HK, B, D, F, HK, R + F, HP, HP, UF + HK, D, U, LK |
| 8-Hit | HP, HK, D + HP, HP, B, D, F, HK, HP, HP, D, F, LP |
| 7-Hit | UF + HP, HP, HK, HK, R + F, LK (Close) |

FATALITIES

| | |
|-----------------------------|-----------------|
| Torso Kick (Close) | |
| F, D, F + LP + BL + HK + LK | |
| Shuriken (Outside Sweep) | B, B, D, D + HK |

STAGE FATALITIES

| | |
|---------------------|--------------|
| Prison Fan (Close) | D, D, B + LP |
| Goro's Lair Ceiling | |
| Spikes (Close) | F, F, D + LK |

CLOSE UP... THE TORSO KICK FATALITY

- 1 Reiko grabs his helpless victim
- 2 Plants his foot squarely in his chest
- 3 The body then crumbles apart with the powerful blow

1



2



3



KAI



WEAPONS

| |
|---|
| Own: Ghurka Knife |
| Alternate: The Lightning Staff |
| Alternate: Jax and Reiko's Spiked Club |

BASIC MOVES

| | |
|-----------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | -D + LK |
| Crouch Kick | D + HK |
| Head-butt | HP (Close) |
| Head Flip | LP (Close) |
| Back Breaker | LK (Close) |
| Knee Smash | HK (Close) |

SPECIAL MOVES

| | |
|--------------------------|--------------|
| Draw Weapon | D, B, LP |
| Falling Fireball (Above) | B, B, HP |
| Rising Fireball (Below) | F, F, LP |
| Air Fist | D, F, HP |
| Super Roundhouse | B, D, F + LK |
| Handstand | BL + LK |

HANDSTAND EXTRAS

| | |
|-------------------|------------|
| Spin on Hands | Hold LP |
| Back to Feet | BL or Jump |
| Kick (Knock Down) | HK |
| Kick | LK |

ABOUT KAI

Kai is a good friend of Liu Kang, and has studied fighting techniques from all over the Asian continent. Kai has joined with Raiden and Liu Kang to assist in the battle against Shinnok's dark forces.

WEAPON MOVES

| |
|------------------------|
| Gurkha Knife |
| Midair Upward Slash |
| Midair Downward Slash |
| Uppercut Slash |
| Downward Slash |
| Horizontal Torso Slash |
| Block With The Blade |

The Lightning Staff

| | |
|------------------------|--------------|
| Midair Upward Swing | HP in midair |
| Midair Downward Swing | LP in midair |
| Upward Swing | HP |
| Downward Swing | -LP |
| Horizontal Torso Swing | Back + HP |
| Straight Forward Stab | Back + LP |
| Block With It | Hold BL |

KOMBOS

| | |
|-------|---|
| 8-Hit | HP, HK, D + HP, F, F, LP, HP, HP, UF, HK, D, F, HP |
| 5-Hit | In corner, F, F, LP, B, D, F + LK, LP, F, F, LP, B, D, F + LK |

FATALITIES

| | |
|--------------------------------|---------------------------|
| Overhead Rip (Close) | |
| Hold BL) U, F, U, B + HK | |
| Head Explosion (Outside Sweep) | (Hold BL) U, U, U, D + BL |

STAGE FATALITIES

| | |
|---------------------|--------------|
| Prison Fan (Close) | F, F, D + BL |
| Goro's Lair Ceiling | |
| Spikes Close) | B, F, D + HK |

CLOSE UP... THE OVERHEAD RIP

- 1 Kai lifts his victim into the air
- 2 Tugs hard and snaps the body in two
- 3 Waves the dismembered parts and throws them down

1



2



3



PLAYERS
1-2CART SIZE
64MbMEMORY
NonePUBLISHER: GT Interactive
DEVELOPER: EurocomGAME TYPE: Beat-'em-up
ORIGIN: USARELEASED:
PRICE:Sept '98
£59.99

REPTILE



WEAPONS

Own: Battle Axe**Alternate:** Jarek's Black Dragon Sword**Alternate:** Jax & Reiko's Spiked Club

BASIC MOVES

| | |
|------------------|--------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | -D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head Butt | HP (Close) |
| One Handed Throw | LP (Close) |
| Neck Break | LK (Close) |
| Knee Smash | HK (Close) |

ABOUT REPTILE

Reptile is a master of death and destruction and is known to be well established in Shinnok's army. Watch out for this dangerous creature as he intends to play a full part in the oncoming battle.

SPECIAL MOVES

| | |
|---------------|----------|
| Draw Weapon | B, B, LK |
| Acid Spit | D, F, HP |
| Dashing Punch | B, F, LP |
| Invisibility | BL + HK |
| Super Krawl | B, F, LK |

WEAPON MOVES

| | |
|---------------------------------------|--------------|
| Midair Upward Swing | HP in midair |
| Midair Downward Swing | LP in midair |
| Uppercut Swing | HP |
| Diagonal Downward | |
| Torso Swing | LP |
| Spinning Horizontal Chest Swing | |
| B + HP (Hold HP to continue spinning) | |
| Horizontal Chest Swing | B + LP |
| Block With The Handle | Hold BL |

KOMBOS

| | |
|-------|--|
| 8-Hit | HP, HP, HK, D + HK, B, F, LK, LP, B, F, LP |
| 6-Hit | HP, HK, D + HP, R + F, D + HK, B, F, LK, B, F, LP |

FATALITIES

| | |
|---------------------------|---------------------------|
| Face Chew (Close) | |
| Hold HP + LP + HK + LK, U | |
| Acid Puke (Outside Sweep) | (Hold BL) U, D, D, D + HP |

STAGE FATALITIES

| | |
|---------------------|--------------|
| Prison Fan (Close) | D, F, F + LP |
| Goro's Lair Ceiling | |
| Spikes (Close) | D, D, F + HK |

FACE OFF... THE FACE CHEW

- 1 Reptile moves in really close
- 2 Gives his victim a really sloppy kiss
- 3 Then dumps him and runs away with his girlfriend.



SCORPION



WEAPONS

Own: Long Sword
Alternate: Quan Chi's Mace
Alternate: Jarek's Black Dragon Sword

BASIC MOVES

| | |
|---------------------|--------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | -D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head-but | HP (Close) |
| Overhead Power Slam | LP (Close) |
| Arm Breaker | LK (Close) |
| Knee Smash | HK (Close) |

ABOUT SCORPION

Quan Chi has bribed Scorpion into joining their force by offering him life. Scorpion has agreed to fight with them, but hides his own secret desires.

SPECIAL MOVES

| | |
|--------|--|
| 11-Hit | HP, HK, HK, B, B, LP, HP, HP, HK, D + HP, |
| 9-Hit | R + F, HP, U + HP, HK HP, HK, D + HP, B, |
| 9-Hit | B, LP, HP, HK, D + HP HP, R + F, D, F, LP |
| 9-Hit | HP, HK, D + HP, U + HK, D, B, HP, B, |

KOMBOS

| | |
|--------|--|
| 11-Hit | HP, HK, HK, B, B, LP, HP, HP, HK, D + HP, |
| 9-Hit | R + F, HP, U + HP, HK HP, HK, D + HP, B, |
| 9-Hit | B, LP, HP, HK, D + HP HP, R + F, D, F, LP |
| 9-Hit | HP, HK, D + HP, U + HK, D, B, HP, B, |
| 8-Hit | B, LP, HP, HK, D + HP HP, R + F, D, F, LP |
| 8-Hit | HP, HK, D + HP, B, B, LP, HP, HK, HK, F, F, HK |
| 8-Hit | HP, HK, D + HP, B, B, LP, HP, HK, D + HP, R + F |
| 8-Hit | HP, HK, D + HP, B, B, LP, HP, HK, D + HP, R + F |

FATALITIES

| | |
|----------------------------------|-----------------------------|
| Fire Breath (Just Outside Sweep) | |
| The Sting (Close) | B, F, D, U + HP |
| Air Throw | BL in midair at close range |

WEAPON MOVES

| | |
|-----------------------|--------------|
| Midair Upward Slash | HP in midair |
| Midair Downward Slash | LP in midair |
| Diagonal Downward | |
| Chest Slash | HP |

LIGHT UP... THE FIRE BREATH FATALITY

- 1 Scorpion pulls off his face mask
- 2 Breathes hot chilli breath at his victim
- 3 The heat is just way too much, Vindaloo triumphs again





JOHNNY CAGE



WEAPONS

Own: Bowie Knife

Alternate: Kai's Ghurka Knife

Alternate: The Pistol

ABOUT JOHNNY CAGE

Johnny Cage has been watching the dark forces from his place in the heavens, and has seen all the dreadful events leading up to this battle. Cage begged Raiden to restore his soul so that he may compete alongside his friends.

BASIC MOVES

| | |
|---------------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head Butt | HP (Close) |
| Overhead Power Slam | LP (Close) |
| Missile Kick | LK (Close) |
| Knee Smash | HK (Close) |

SPECIAL MOVES

| | |
|-----------------|-------------|
| Draw Weapon | F, D, F, LK |
| Shadow Kick | B, F, LK |
| Shadow Uppercut | B, D, B, HP |
| High Fireball | D, F, HP |
| Low Fireball | D, B, LP |

Split Punch

BL + LP

WEAPON MOVES

| | |
|-----------------------|--------------|
| Midair Upward Slash | HP in midair |
| Midair Downward Slash | LP in midair |

Strong Horizontal

HP

Chest Slash

LP

Uppercut Slash

B + HP

Upward Slash

B + LP

Horizontal Torso

Hold BL

Spin Slash

HP in midair

Block With The Handle

LP in midair

Midair Upward Swing

HP

Midair Downward Swing

LP

Upward Bouncing Shot

LP

Straight Forward Shot

HP

Downward Bouncing

LP

Shot

B + LP

Block With It

Hold BL

KOMBOS

| | |
|-------|---|
| 9-Hit | U + HP, HP, HP, HK, D + HP, R + F, HP, HP, UF + HK, B, F, LK |
| 9-Hit | U + HK, HP, HP, HK, D + HP, R + F, HP, HP, HP, U + HK, B, F, LK |
| 6-Hit | U + HK, HP, HP, HK, HK, BL + LP |

FATALITIES

| | |
|----------------------|-----------------|
| Torso Rip (Close) | F, B, D, D + HK |
| Decapitation (Close) | D, D, F, D + BL |

CLOSE UP... THE TORSO RIP FATALITY

1 Johnny Cage grabs his victim

2 Twists violently and pulls hard

3 Then throws the head and shoulders away.

1

2

3

1

2

3

JAREK



WEAPONS

Black Dragon Sword
Raiden's Warhammer

BASIC MOVES

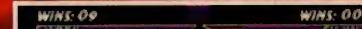
| | |
|-----------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head-butt | HP (Close) |
| Power Bomb | LP (Close) |
| Knee Breaker | LK (Close) |
| Knee Smash | HK (Close) |

SPECIAL MOVES

| | |
|--------------------------|-------------|
| Draw Weapon | F, F, HP |
| Cannonball Roll | B, F, LK |
| Ground Shaker | B, D, B, HK |
| Tri-Blade | D, B, LP |
| Vertical Cannonball Roll | F, D, F, HP |

WEAPON MOVES

| | |
|-------------------------|--------------|
| Midair Upward Slash | HP in midair |
| Midair Downward Slash | LP in midair |
| Upward Slash | HP |
| Downward Overhead Slash | LP |
| Horizontal Chest Slash | B + HP |
| Long Range Torso Stab | B + LP |
| Block With The Blade | Hold BL |



KOMBOS

| | |
|-------|---|
| 9-Hit | HP, HP, HK, D + HP, R + F, HP, HP, LP, UF + HK, LP (Close) |
| 5-Hit | Holding Weapon, HP, R + F, HP, R + F, HP, R + F, LP, LP (Close) |

FATALITIES

| | |
|---------------------------------|---------------------------|
| Heart Rip (Close) | F, B, F, F + LK |
| Eye Laser (Outside Sweep Range) | (Hold BL) U, U, F, F + BL |

STAGE FATALITIES

| | |
|---------------------|--------------|
| Prison Fan (Close) | F, D, F + HK |
| Goro's Lair Ceiling | |
| Spikes (Close) | B, F, F + LP |

1

2

3

1

2

3

PLAYERS
1-2CART SIZE
64MbMEMORY
NonePUBLISHER: GT Interactive
DEVELOPER: EurocomGAME TYPE:
ORIGIN:Beat-'em-up
USARELEASED:
PRICE:Sept '98
\$59.99

TANYA



WEAPONS

- 1: Boomerang
- 2: Sub-Zero's Ice Scepter
- 3: Raiden's Warhammer

BASIC MOVES

| | |
|-----------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head Butt | HP (Close) |
| Ankle Slam | LP (Close) |
| Neck Breaker | LK (Close) |
| Knee Smash | HK (Close) |

SPECIAL MOVES

| | |
|--------------|--------------------|
| Draw Weapon | F, F, HK |
| Downward Air | |
| Fireball | D, B, LP in midair |

ABOUT TANYA

Tanya is the daughter of the ambassador of Edenia, and by mistake invited Shinnok and his forces to the realm. She now must fight to prevent the world from Shinnok's domination, and to subdue her guilty feelings.

| | |
|----------------|-------------|
| Fireball | D, F, HP |
| Split Kick | F, D, B, LK |
| Corkscrew Kick | F, F, LK |

WEAPON MOVES

| | |
|------------------------|--------------|
| Midair Upward Swing | HP in midair |
| Midair Downward Swing | LP in midair |
| Downward Swing | HP |
| Throw Forward | LP |
| Horizontal Chest Slash | B + HP |
| Diagonal Upward Throw | B + LP |
| Block With It | Hold BL |

KOMBOS

| | |
|-------|---|
| 8-Hit | U + HP, HP, HK, D + HP, R + F, HP, F, F, LK, U + HK, D, F, HP |
| 7-Hit | Opponent jumps toward you, HK, F, F, LK, HP, UF + HK, F, F, LK, LP, F, D, B, LK |
| 6-Hit | HP, HK, D + HP, R + F, (delay) LP, F, F, LK, D + HP |
| 5-Hit | HK, HK, F, F, LK, HP, F, D, B, LK |

FATALITIES

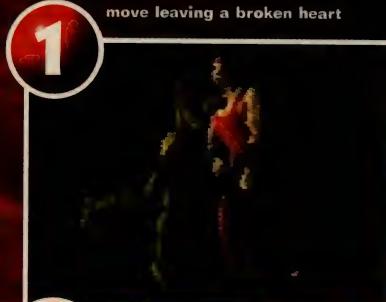
| | |
|----------------------|-----------------------------------|
| Twisted Kiss (Close) | (Hold BL) D, D, U, D + HP + BL |
| Neck Break (Close) | D, F, D, F + HK |
| Prison Fan (Close) | B, F, D + HP |
| Goro's Lair Ceiling | |
| Spikes (Close) | F, F, F + LP |

STAGE FATALITIES

| | |
|---------------------|--------------|
| Prison Fan (Close) | B, F, D + HP |
| Goro's Lair Ceiling | |
| Spikes (Close) | F, F, F + LP |

KISS OFF... THE TWISTED KISS

- 1 Tanya closes in to deliver a deadly kiss
- 2 The victim starts to feel the pain
- 3 A big explosion finishes the move leaving a broken heart



FUJIN



WEAPONS

Own: Cross Bow
Alternate: Jax & Reiko's Spiked Club
Alternate: Shinnok's Battle Staff

BASIC MOVES

| | |
|-----------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head Butt | HP (Close) |
| Head Flip | LP (Close) |
| Elbow Breaker | LK (Close) |
| Knee Smash | HK (Close) |



Fujin grabs Raiden and proceeds to break his arm, wrestling-style.

| | |
|------------------------|--------------|
| Midair Downward Swing | LP in midair |
| Upward Bouncing Shot | HP |
| Straight Forward Shot | LP |
| Downward Bouncing Shot | B + LP |
| Block With It | Hold BL |

KOMBOS

| | |
|-------|---|
| 6-Hit | F, D, F, HP, F, D, F, HP, HP, D, F, HK |
| 5-Hit | F, D, F, HP, B, F, D, LK, HP, U + HK, D + LK (Miss), D + HP |
| 5-Hit | F, D + Hold LP, D + LK, F, D, F, HP, B, B, LP, B, F, D, L |

FATALITIES

| | |
|----------------------|-----------------------|
| Crossbow Explosion | |
| (Just Outside Sweep) | Tap R + BL five times |
| Wind Skinner | |
| (Outside Sweep) | D, F, F, U + BL |

ABOUT FUJIN

The God of Wind, Fujin, has teamed up with Raiden to help in the battle against Shinnok's dark forces. Fujin must defeat Shinnok and return him to exile in the Netherrealm, where the earth can then be safe from his evil.

STAGE FATALITIES

| | |
|---------------------|--------------|
| Prison Fan (Close) | D, D, D + HK |
| Goro's Lair Ceiling | |
| Spikes (Close) | B, F, B + HP |

SPECIAL MOVES

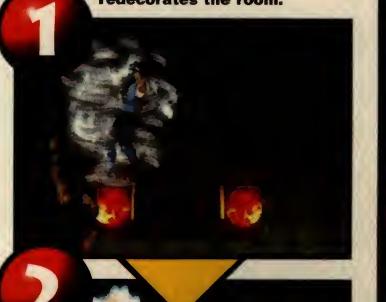
| | |
|----------------------|---------------------|
| Draw Weapon | B, B, LP |
| Whirlwind Spin Throw | F, D + Hold LP |
| Dive Kick | D + LK in midair |
| Tornado Lift | F, D, F, HP |
| Follow-Ups | B, F, D, LK to Slam |
| Rising Knee | D, F, HK |

WEAPON MOVES

| | |
|---------------------|--------------|
| Midair Upward Swing | HP in midair |
|---------------------|--------------|

BLOW OFF... THE CROSSBOW BLOW

- 1 Fujin creates a gust of wind
- 2 Shoots his victim with his Crossbow
- 3 Then watches as his enemy redecorates the room.





1-2



64Mb



None

<

MEMORY

PUBLISHER: GT Interactive
DEVELOPER: Eurocom

<

GAME TYPE: Beat-'em-up
ORIGIN: USARELEASED:
PRICE:Sept '98
£59.99

SONYA

WEAPONS

Own: Wind Blade
Alternate: Kai's Ghurka Knife
Alternate: Quan Chi's Mace



ABOUT SONYA

Sonya is now a representative of the Outworlds Investigation Agency, and has been approached by Liu Kang to assist in battle. Sonya must survive this battle and then return to the earth to notify the government.

BASIC MOVES

| | |
|-----------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head-butt | HP (Close) |
| High Angled | LP (Close) |
| German Suplex | LK (Close) |
| Neck Breaker | HK (Close) |
| Knee Smash | HK (Close) |

SPECIAL MOVES

| | |
|-----------------------|--------------------------------|
| Draw Weapon | F, F, LK |
| Energy Ring Blast | D, F, LP |
| Leg Grab | D + LP + BL |
| Square Wave Punch | F, B, HP |
| Vertical Bicycle Kick | B, B, D, HK |
| Air Throw | BL in midair at close range |
| Front Flip Kick | B, D, F, LK |

WEAPON MOVES

| | |
|-----------------------|--------------|
| Midair Upward Swing | HP in midair |
| Midair Downward Swing | LP in midair |
| Uppercut Swing | HP |
| Downward Swing | LP |
| Horizontal Chest | |
| Spin Slash | B + HP |
| Hold Forward To Shred | B + LP |
| Block With The Handle | Hold BL |

KOMBOS

| | |
|-------|---|
| 9-Hit | HP, HP, HK, HK, B, D, F, LK, LP, B, D, F, LK, UF + HK, BL |
| 8-Hit | HP, HP, HK, HK, B, D, F, LK, R + F, LP, B, D, F, LK, F, B, HP |
| 8-Hit | HP, HP, HK, HK, B, D, F, LK, R + F, LP, B, D, F, LK, U + HK |
| 8-Hit | HP, HP, HK, HK, B, D, F, LK, R + F, LP, B, D, F, LK, BL |

FATALITIES

Exploding Kiss (Sweep Range)
 (Hold BL) D, D, D, U + R
 Leg Grab Body Split (Outside Sweep)
 (Hold BL) U, D, D, U + R

STAGE FATALITIES

Prison Fan (Close) D, B, B + HK
 Goro's Lair Ceiling Spikes (Close) F, D, F + HP

CLOSE UP... THE EXPLODING KISS

- 1 Sonya puckers up and blows a kiss
- 2 The kiss circles her opponent
- 3 Wow what a woman, her smacker lands with a bang



GORO

WEAPONS

Goro doesn't have any weapons of his own, but he's able to use any weapon dropped by his opponent.
Note: Goro takes only one third of a normal characters damage when hit.

BASIC MOVES

| | |
|-------------------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head Butt | HP (Close) |
| Chest Pound | LP (Close) |
| Four Armed Back Breaker | LK (Close) |
| Knee Smash | HK (Close) |

ABOUT GORO

Goro was the supreme champion of Mortal Kombat whilst acting as protector to Shang Tsung in the first tournament. He has now returned to the battle to reap his revenge on Liu Kang and to recapture his Mortal Kombat crown.



Fireballs are great for keeping your opponent on the far side of the screen.

SPECIAL MOVES

| | |
|---------------------|----------------|
| Fireball | F, B, HP |
| Tele-Stomp | - F, F, B, HK |
| Ground Shaker Stomp | B, F, D, D, HK |
| Two Hand Swipe | F, F, HP |
| Super Uppercut | D, D, HP |
| Lunge Kick | B, B, HK |
| Overhand Hit | D, D, HP |

FATALITIES

Goro is does not perform any fatalities.



The tele stomp move can be performed from anywhere on the screen.

CLOSE UP... THE CHEST POUND

- 1 Goro hoists his victim into the air
- 2 Then pummels their face a few times
- 3 And finally throws their helpless body to the ground.



NOOB SAIBOT

ABOUT NOOB SAIBOT

This secret character has appeared in nearly all the tournaments so far and has always been hiding somewhere in the background. Find this guy and bring him to life to aid the Earth warriors in this battle.

WEAPON

The Scythe

BASIC MOVES

| | |
|------------------|-------------|
| Mid Punch | D + LP |
| Run Forwards | Run + F |
| Sidestep Out | Run, Run |
| Sidestep In | D, Run, Run |
| Pick-up Weapon | D + Run |
| Roundhouse Kick | B + HK |
| Leg Sweep | B + LK |
| Uppercut | D + HP |
| Ankle Kick | D + LK |
| Crouch Kick | D + HK |
| Head-but | HP (Close) |
| One Handed Throw | LP (Close) |
| Knee Breaker | LK (Close) |
| Knee Smash | HK (Close) |

SPECIAL MOVES

| | |
|-------------|----------------------------------|
| Draw Weapon | F, F, HK |
| Fireball | D, F, LP (Can be done in midair) |
| Air Throw | BL in midair Close range) |
| Teleport | D, U |
| Follow-Ups | BL to Throw |



Noob Saibot is a secret character that has appeared in nearly all previous versions.

WEAPON MOVES

| | |
|------------------------|--------------|
| Midair Upward Swing | HP in midair |
| Midair Downward Swing | LP in midair |
| Upward Swing | HP |
| Downward Swing | LP |
| Horizontal Torso Swing | B + HP |
| Straight Forward Stab | B + LP |
| Block With It | Hold BL |

KOMBOS

| | |
|-------|------------------------------|
| 5-Hit | UF, HP, HK, D + HP, D, F, LP |
| 4-Hit | HP, HK, D + HP, D, F, LP |

FATALITIES

| | |
|-----------------------|-----------------|
| Torso Rip (Close) | F, B, D, D + HK |
| Deep Freeze (Outside) | |
| Sweep Range | B, B, D, B + HP |

STAGE FATALITIES

| | |
|---------------------|--------------|
| Prison Fan (Close) | D, B, B + HK |
| Goro's Lair Ceiling | |
| Spikes (Close) | F, D, F + HK |

CLOSE UP... THE DEEP FREEZE

- 1 Noob summons some ice particles
- 2 Freezes his victim with the blast
- 3 Then shatters the ice block with a powerful uppercut



ENDING SEQUENCE

Each character has a different reason for being at the tournament and has their own special ending sequence.

Play through the game using each of the characters and you will get to see a moving story clip at the end explaining about the characters goals and ambitions.

You will find that your destiny is not going to be easy to achieve, and that

you must fight hard to win the tournament. Using the right technique and mixing your special moves and Kombos will help you towards the final battle, but only sweat, tears and fast button bashing will win this final moment for you.



1 Reptile kneels before Quan Chi, asking for a reward for his toils in winning Mortal Kombat.



2 He asks to be returned to his homeworld and to be installed as supreme ruler.



3 Quan Chi suggests that it may be a better idea for Reptile to speak with Shinnok face to face.



4 Reptile wishes he had never said anything and has really annoyed his boss.



5 Shinnok takes control of the situation and tells Reptile point blank that he will never have his wish granted.



6 With a twist of the hand Reptile is crushed, guess he will think twice before asking again!



PLAYERS
1-2



CART SIZE
64M



MEMORY
None

PUBLISHER:
GT Interactive

DEVELOPER:
Eurocom

GAME TYPE:
Beat-'em-up

RELEASED:
USA

PRICE:
£59.99

Sept '98

£59.99

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5 COPIES OF MORTAL KOMBAT 4 (AND AN N64 TO PLAY IT ON!)

For a long time N64 owners have been crying out for a decent beat-'em-up, and finally it's arrived! *Mortal Kombat 4* is the best beat-'em-up on the N64 so far, bar none, and now all you *Mortal Kombat* fans out there have a chance to get your sweaty little hands on your very own copy of the game, absolutely free!

Those sterling fellows at GT Interactive are offering as first prize a copy of *Mortal Kombat 4*, complete with a brand spanking new N64 console to play it on, plus four runners-up prizes of single copies of the game. Just answer these three easy *Mortal Kombat* related questions to be in with a chance of winning:

1: WHICH CHARACTER HAS STARRED IN ALL THE MORTAL KOMBAT GAMES, INCLUDING HIS VERY OWN SPIN-OFF TITLE?

- A: SUB ZERO
- B: SONYA BAD-BREATH
- C: NORMAN THE RADISH

2: THE MORTAL KOMBAT GAMES SPAWNED TWO FILMS. WHO PLAYED RAIDEN THE THUNDER GOD IN THE FIRST FILM, AFTER HIS IMMORTAL PERFORMANCE IN THE MOVIE HIGHLANDER?

- A: HARVEY KEITEL
- B: CHRISTOPHER LAMBERT
- C: SCARY SPICE

3: ONE OF GT INTERACTIVE'S RECENT RELEASES WAS A CONVERSION OF A POPULAR GORE-FILLED FIRST-PERSON PC GAME. WHAT WAS IT?

- A: QUAKE
- B: MANIC MINER
- C: HORACE GOES SKIING

Stick your answers on a postcard and send them to:
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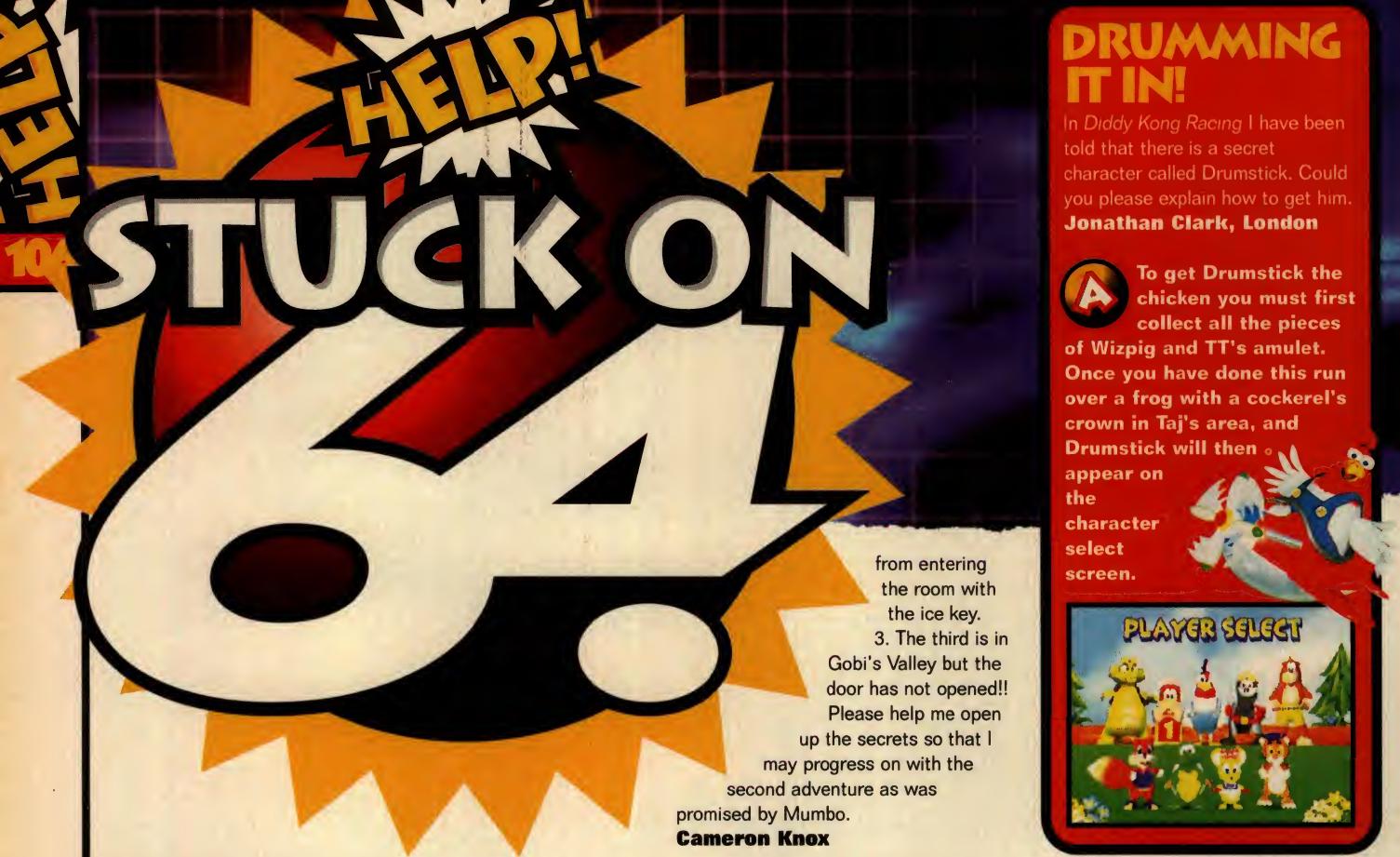
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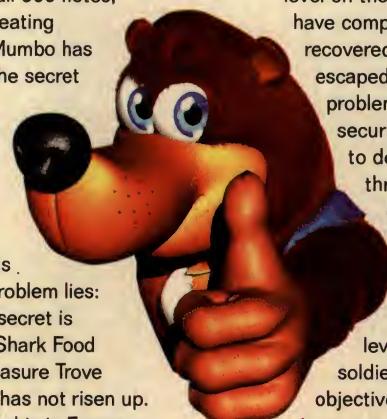


64 SOLUTIONS is celebrating its first birthday with this brand new section, Stuck On 64. So now if you're looking for a cheat or have got a gaming problem write to us and we'll try and get you out of your fix.

BANJO TWO

I have recently bought Banjo-Kazooie and have managed to get all 100 puzzle pieces and all 900 notes, as well as beating Gruntilda. Mumbo has shown me the secret pictures showing three secret areas found within the game. This is where my problem lies:

1. The first secret is apparently Shark Food Island in Treasure Trove Cove but it has not risen up.
2. The second is in Freezey Peak inside Wazza's Cave, but there's an invisible wall stopping me



INFO

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TOP TIP: The Gamebusters are here to offer salvation to readers facing gaming difficulties.

PAGE NO.

106

DRUMMING IT IN!

In Diddy Kong Racing I have been told that there is a secret character called Drumstick. Could you please explain how to get him. **Jonathan Clark, London**



To get Drumstick the chicken you must first collect all the pieces of Wizpig and TT's amulet. Once you have done this run over a frog with a cockerel's crown in Taj's area, and Drumstick will then appear on the character select screen.



from entering the room with the ice key.
3. The third is in Gobi's Valley but the door has not opened!! Please help me open up the secrets so that I may progress on with the second adventure as was promised by Mumbo.
Cameron Knox

A We here at 64 SOLUTIONS have a sneaky feeling these areas will be available for play when the sequel to Banjo-Kazooie comes on sale, but we're just as intrigued as you are.

BOND TO BE A PROBLEM

I was hoping that you would be able to help. I am the proud owner of the excellent game Goldeneye and as a subscriber to your magazine, have found the guide that you printed in volume two very helpful. However I have a problem I'd like you to help with.

On the second bunker level, Severnaya, CIS, Part 2, Bunker Complex. I am trying to complete the level on the secret agent skill setting. I have compared the staff/casualty list, recovered the CCTV tape and escaped with Natalya, but the problem comes with disabling the security cameras. I have managed to destroy all five along with the three cameras with mounted guns, but objective C does not register as completed, so therefore I cannot complete the level.

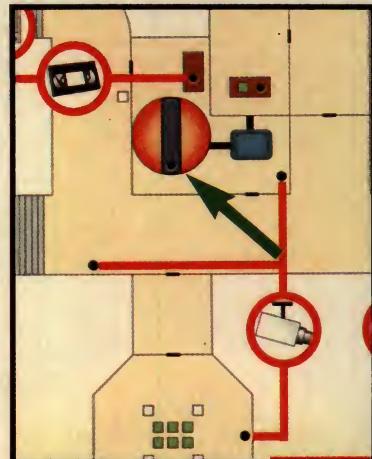
I have walked around the level having shot all the soldiers, completed all the other objectives and searched the bunker in case a security camera was missed from the guide, but the objective still does not read as completed and says

that I have failed the mission. I was wondering if you could shed some light on the matter as I am beginning to wonder if there is a programming error with the game itself.

Derek Green, Middlesex



Fear not, there's not a problem with the programming of the game. Unfortunately, there was a slight mistake made when printing the guide, so here's what was missed.



The missing camera is position above the door near the CCTV tape. It has now been marked with a large green arrow.

Although all the cameras were marked on the map with a black circle we managed to miss the pointer to indicate it. The camera is well hidden and positioned above the door which is why you have been unable to find it.



Duke Nukem is set to return to the N64 shortly in a new game called Zero Hour.

SEE A SHRINK

I have recently bought your magazine and find it truly excellent.

I bought it because I am stuck on Duke Nukem 64 in the Toxic Dump Level 4. I have put the Access Key in and activated the shrinker, but I do not shrink, and I cannot get through the duct. Please help, I have spent hours trying, I have stood in the beams, and run at the wall, but I still can't get any further. It is driving me up the wall. Have wasted money on buying this game as I can't get any further than Level 4! I have asked my work colleagues for help, but none of them own a Nintendo 64.

Pam Moffat

A The shrinking ray will be activated the moment you enter the Access Key and the shrinker will be operative. If you are standing in front of the ray you should shrink down to tiny size, then be able to enter the ducts.

The only way that the shrinker will not work is if you have the invincibility cheat turned on because all weapons fired at you will have no effect. Many others have had similar problems when tackling this level and found that you will need to turn the cheat off for this section.

CART WARS

Could you please tell me how you save your game file on Goldeneye, without someone else deleting it? (For example my 2 year old brother!!!) I would be very grateful for any advice that you can give me.

Mathew Pannell, Maidstone

A Unfortunately Mathew, Goldeneye does not allow you to save games to memory cards, only to the in game files. So the answer to your question would have to be if you

DOUBLE TROUBLE

We bought the special edition Goldeneye 007 solution, just for the Double Gun cheat. But after a thorough search, found it was not there. Could you please tell us how to activate it.

Nick Palma and Matthew Rawson, Luton



Not all cheats are easy to access on Goldeneye and this one may take you some time to open. If you wish to open this cheat then complete any of these levels within the time limits shown.

| | | | |
|----------|--------------|------------|--------------------------|
| Surface | Secret Agent | Under 3:30 | Double Grenade Launchers |
| Bunker | OO Agent | Under 4:00 | Double Rocket Launchers |
| Bunker 2 | Agent | Under 1:30 | Double Throwing Knives |
| Jungle | Agent | Under 3:45 | Double Hunting Knives |
| Caverns | OO Agent | Under 9:30 | Double RCP-90's |
| Aztec | Secret Agent | Under 9:00 | Double Lasers |



Speed will be important if you wish to activate these special cheats.

do not want anyone to delete your save game file. Hide the cartridge in a very safe place and don't let anyone else touch it!!!

HAVE MERCY

Back in issue two of 64 SOLUTIONS, you published the solution to Mortal Kombat Trilogy. In that you told us how to



perform animalities, however I am unable to perform them unless I somehow perform a mercy move.

I have done it with Sonya on the hidden portal once but I can't do it again. Please tell me how to pull this move off?

Adam Hewartson, Cumbria

A To perform a mercy move you must be positioned on the far side of the screen and must press the Down and Run buttons in order to make the move work.

We found the best way to perform this move is to keep tapping the two buttons as fast as you can until the move works.

64

**SOLUTIONS
CHALLENGE**

Banjo-Kazooie



The Deal: Can you complete Mumbo's Mountain in under ten minutes?

Team tip: Skip conversations by pressing L, R, and B.

WHAT A WAMPA!

My cousin and I have been trying for months to do the Shadows of the Empire cheats, play as Wampa and play as Stormtrooper – which we got from 64 SOLUTIONS volume 2. I don't know what goes wrong, but when I do it I get a horrible film camera angle. One that looks like I'm floating in the air and it doesn't control properly. And one from the empty Wampa cage where if I press the D-pad nothing happens. The Stormtrooper or the Wampa do not appear. Please Help!

Charlie Rhodes, Whitstable

A We have tried these cheats and have found no problems. We did notice the strange camera angle that you can't control and the movements of your man are identical. It may work if you wait until you meet the Boss before trying this cheat. We also tried the Stormtrooper cheat and it would not work on Escape from Echo Base Level. However we did get the Stormtrooper cheat working on Gall Spaceport Level.

Please do not be disheartened if you can't get these cheats to work first time. You can be assured that we try all the cheats sent to us and only print codes that we found to work.



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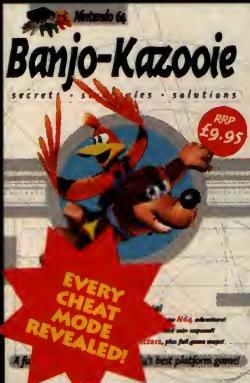
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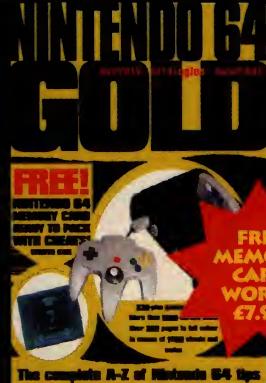
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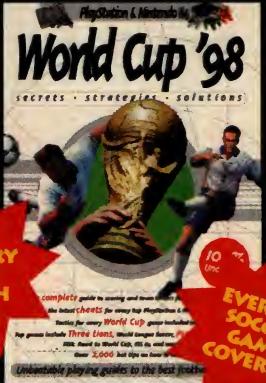
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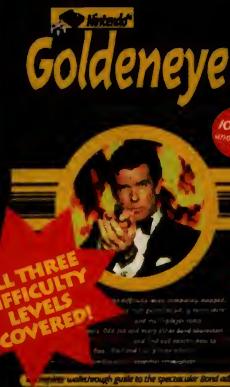
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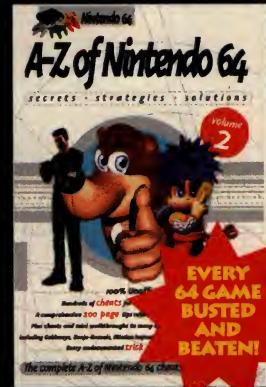
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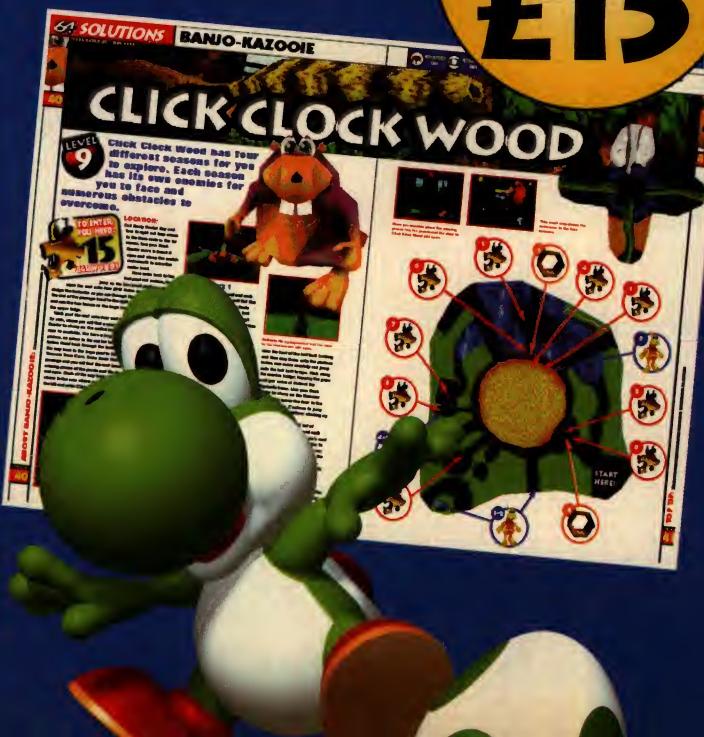
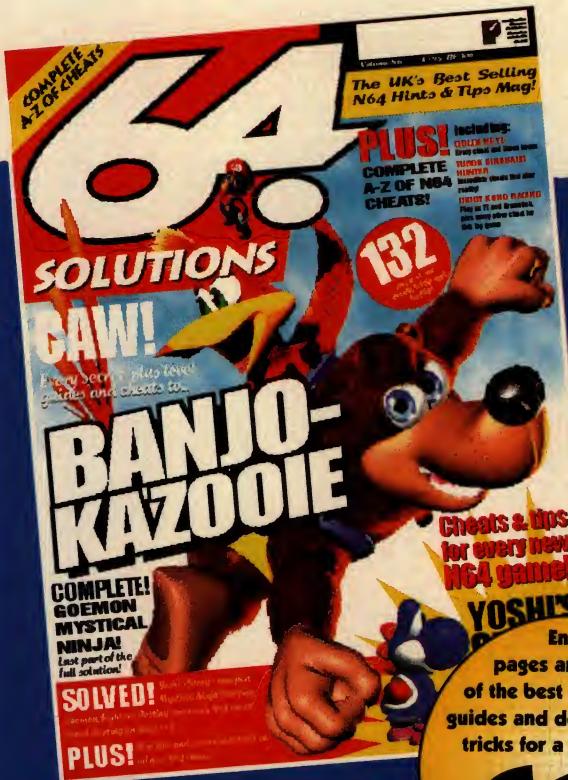
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AEROFIGHTER ASSAULT

Secret Plane and Pilot

On the opening title screen enter the following code:
C-Left, C-Down, C-Right, C-Up,

C-Left, C-Right, C-Down.
You will now be able to fly a new F-15 plane with a new pilot.

AERO GAUGE

Turbo Start

Hold A and B while you're waiting at the start, then release B after the announcer says "Ready!" to get a much-needed turbo start.

Turbo

Ah, the world's least intuitive and player-friendly turbo function! If you need extra speed in the race, hold down A to accelerate, then make a hard turn in either direction while holding Z, then release

both buttons.

If by some miracle you've got your timing right and haven't sent your car into a wall, you'll get a burst of extra speed.

You can



keep using the turbo until the temperature gauge rises too high.

Secret Cars And Tracks

To be honest we couldn't get this one to work, but maybe you'll have better luck.

When the start screen appears, on controller 2 push and hold Up on the d-pad, then press R, L, Z and C Down simultaneously. You should now supposedly be able to play with extra vehicles on a new track.

PAD AT A GLANCE



AUTOMOBILI LAMBORGHINI

Mirror Tracks

To access the reversed tracks, finish the championship mode on both Novice and Expert difficulty.



Hidden Cars

| | |
|-------------------|---|
| Bugatti EB110 | Finish championship mode on Novice. |
| Ferrari F50 | Finish championship mode on Expert. |
| Ferrari Testarosa | Finish the Basic arcade mode on Novice. |
| Porsche 959 | Finish the Basic arcade mode on Expert. |
| Vector | Finish the Pro arcade mode on Novice. |
| Dodge Viper | Finish the Pro arcade mode on Expert. |

BUST-A-MOVE 2

Extra Levels

On the title screen tap L, Up, R, Down. If you've entered the code correctly a Bubble Bobble baddie will appear on the bottom right of the screen. To access the new levels select Puzzle mode, which will have the words 'Another World' underneath.

Hidden Characters

(Puzzle mode)

On the Puzzle mode screen before you select your first destination press Left, Left, Up, Down, L, R, L, R, L + R. This accesses a character selection screen allowing you to switch from Bub to Bob or one of the bosses.

Bonus Characters

(Vs mode)

First enable the 'Another World' code on the title screen (press L, Up, R, Down). Then choose Player vs Player mode on the game select screen and you'll be asked to pick your character. The farther you've gone in Player vs Computer mode, the more characters you'll be able to access.



BIO FREAKS

One Hit Fatalities

Minatek

Move in close and press: Towards, Away, C Left+C Down.

Zipperhead

Press: Towards, Away, Away+C Right. The first time you'll take one arm off. The second time the other arm. Finally move in close to take off the head.

Ssapo

Move in close and press: Towards, Away, Away+C Up+C Right.

PsyClown

Move in close and press: Towards, Away, Away+C Left+C Down.



Sabotage

Press: Towards, Away, Away+C Up. The first time you'll take one arm off. The second time the other arm. Finally move to about three steps away and take off the head.

BullzEye

Move in close and press: Towards, Away, Away+C Up.



Delta

Move in close and press: Towards, Away, Away+C Down

Purge

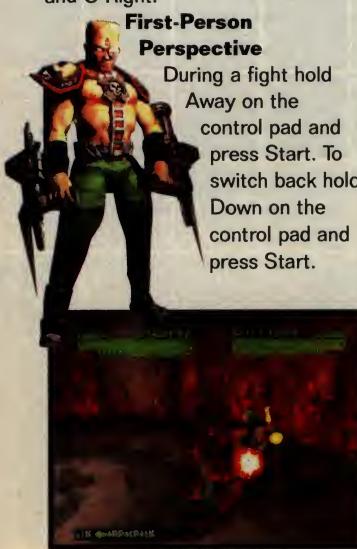
Press: Away, Towards, Towards+C Up+C Right.

Taunt

To taunt your opponent hold C Left and C Right.

First-Person Perspective

During a fight hold Away on the control pad and press Start. To switch back hold Down on the control pad and press Start.



BANJO-KAZOOIE

Big Head Banjo

Enter Banjo's house and walk up to the picture of Bottles above the fireplace. Press C-Up to look at the picture and then press R and Bottles will begin to speak with you. Complete Bottles' little jigsaw puzzle and when the puzzle is complete Bottles will give you a code to enter on the floor in the Sandcastle in Treasure Trove Cove. Stomp on the letters spelling '**BOTTLESBONUSONE**' and Banjo will get a big head.

To reverse this spell simply return to the Sandcastle and spell **NOBONUS** and Banjo will return back to normal.

Alternate Selection Screens

Watch the fish swimming around in the bowl on the selection screen and you'll see that every so often it crashes into the side of the bowl. Press A the third time the fish crashes and the Banjo in the first save slot will be thrown out of the window while the walls spin and eject Kazooie from the second save slot. In the third save slot position, listen for the third 'boing' sound from the Game Boy and press A immediately after it to fire Banjo out of the house on a spring.

100 Red Feathers

Get Mumbo Jumbo to turn you into a pumpkin in Mad Monster Mansion then leave his skull and go up the winding path to where Brentilda is waiting. Go into the small hole and follow the path to find the first spell book of the game. Now go to Treasure Trove Cove, pump eggs into Rusty Bucket to lower the water level and enter the sandcastle. Kill the crab then enter the code '**REDFEATHERS**' by doing the beak buster move on the letters set into the floor of the castle. Your maximum red feather limit will increase to 100.

200 Blue Eggs

Go to the Bubbleloop Swamps and get changed into the crocodile then leave the level and turn to Banjo's right and go through the pipe at the back which takes you to the snow world puzzle map. From here go through the pipe at the top of the hill to find the second spell book. You will get the code '**BLUEEGGS**'

which you need to enter using the sandcastle in Treasure Trove Cove as you did with the red feathers code.

20 Gold Feathers

Speak to the third spell book by activating the 321 switch above the pool leading to Click Clock Wood and then swimming to the stairs near Rusty Bucket Bay. You'll need to be quick as

this is timed. When you've spoken to the book go back to the sandcastle in Treasure Trove Cove and enter '**GOLDFEATHERS**' on the sandcastle floor in the same way as you did the previous two codes.

Morphing Codes

The following seven codes are all accessed by playing the Bottles puzzle game. To get each code,

| | |
|--------------------------|-----------------------|
| BOTTLESBONUSONE | Big Head Banjo |
| BOTTLESBONUSTWO | Big Hands & Feet |
| BOTTLESBONUSTHREE | Banjo |
| BOTTLESBONUSFOUR | Big Kazooie |
| BOTTLESBONUSFIVE | Tall, Skinny Banjo |
| BIGBOTTLESBONUS | Tall, Skinny Banjo |
| WISHYWASHYBANJO | With Big Hands & Feet |
| | Giant Banjo- |
| | Kazooie |
| | Washing-Machine |
| | Banjo-Kazooie |



you must first have obtained the previous one, ie: you can't get code four until you've got code three.

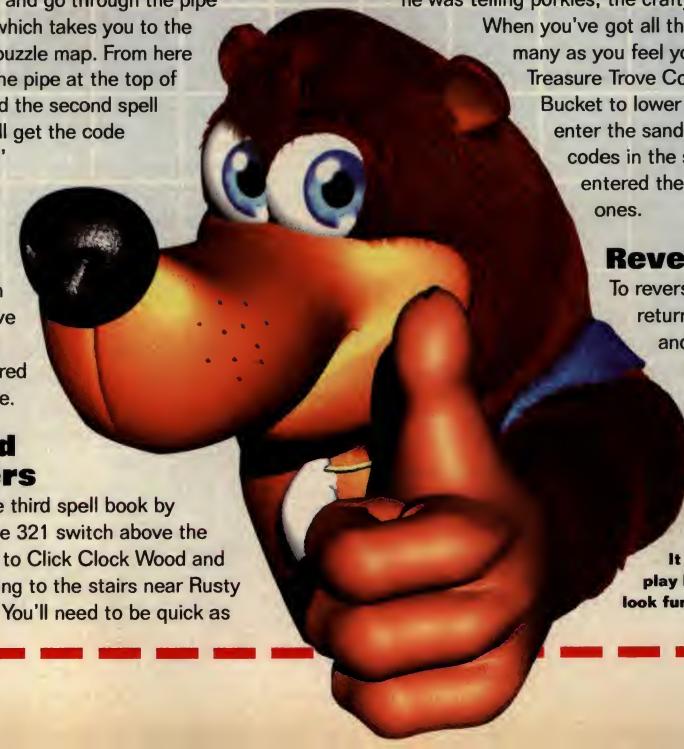
To get the codes, go back to Banjo's house and once inside move so you're standing in front of the picture of Bottles that's hanging above the fireplace. Press C Up to go into look mode and move up to look at the picture then press R to speak to Bottles. Complete the jigsaw puzzle within the time limit to get the first code. To get the other six codes, simply enter look mode and look up at the picture. When Bottles tells you that he has given you the last code, ignore him and look up again, as he was telling portkeys, the crafty little fellow!

When you've got all the codes (or as many as you feel you can handle) go to Treasure Trove Cove, find Rusty Bucket to lower the water level and enter the sandcastle. Enter the codes in the same way you entered the egg and feather ones.

Reverse Spells

To reverse any spell simply return to the Sandcastle and spell '**NOBONUS**' and Banjo will return to normal.

Play the levels with Banjo with an extra inflated head. It won't make you play better but it will look funny.



CLAYFIGHTER 63 1/3**Cheat Mode**

On the character selection screen, hold L and press Up, Right, Left, Down, B, A. The options screen should now display a cheat selection option.

Play As Boogerman

On the character selection screen hold L and press C- Up, C- Right, C- Left, C- Down, B, A.

Play As Sumo Santa

Hold L on the character selection and press: A, Down, Right, Up, Left, B.

Random Character

On the character selection screen hold L and R together.

Play As Dr Kiln

Hold L on the character selection and press: B, Left, Up, Right, Down, A.

**DIDDY KONG RACING****Magic Codes**

Enter the codes below on the Magic Codes screen for various helpful (and not so helpful) effects. Once the codes have



Diddy Kong has loads of cheats included in the code - hooray for Rare!

been entered, they can be turned on or off by accessing the 'code list' screen. Some of them will work in adventure mode, others will only have an effect in tracks mode.

JOINTVENTURE

Co-operative two-player Adventure mode

DOUBLEVISION

Everyone can select the same player

FREEFORALL

Maximum power-up on pickups

FREEFRUIT

Start race with ten bananas

VITAMINB

No limit to number of banana power-ups

ZAPTHEZIPPERS

Remove zippers from the track

NOYELLOWSTUFF

No bananas on track

BYEBYE BALLOONS

No balloons (ie weapons) on track

TIMETOLOSE

Ultimate AI characters

BOGUSBANANAS

Bananas reduce speed instead of boosting it

BODYARMOR

All balloons are yellow shield balloons

ROCKETFUEL

All balloons are blue boost balloons

BOMBSAWAY

All balloons

are red rocket balloons

OPPOSITESATTRACT - All balloons are magnetic rainbow balloons

TOXICOFFENDER - All balloons are green drop-behind balloons

ARNOLD - Larger characters

TEENYWEENIES - Smaller characters

OFFROAD - Four-wheel drive for more speed on rough terrain

BLABBERMOUTH - Instead of horn, the characters will burble incoherently

JKUKEBOX - Music menu

WHODIDTHIS - View the credits without actually completing the game

Play As Drumstick

To access the cartoon characters' fastest racer, you'll first need to get all the amulet pieces from both amulets and the four gold trophies. Then return to the central area where all the frogs are and look for the little green fellow sporting some red feathers. Run him over to enable Drumstick.

Play As TT

You'll need to beat the small clock-like fellow in every race on Time-Trial mode. You'll know whether you've done it because you'll see his ghost as you race, and if you do it he'll tell you to 'try the next race'.

Beat all TT's times, and you'll be able to play as him! Oh, and it's not at all easy...

**CRUIS'N USA****Hidden Cars**

Change the cars into three news ones with the following.

On the car select screen, press and hold: C Up, C Left, C Down. You can now select the three news vehicles - police car, jeep and school bus.

Decapitated Head

Get a good time and after inputting your initials, move the list to the bottom and wait for over 30 seconds. After this, a severed head will appear on the conveyor belt. This means more cheats are now available.

Flashing Lights

To turn on the sirens and lights on the police car and school bus, perform the head trick above and then during the race, press the brake and accelerate repeatedly.

Speed-Up

During a race (and after you've already done the severed head trick), press brake, brake, accelerate, brake and accelerate. This gives you a speed boost.

Access all levels

On the course select screen, hold down the following button combos:

Golden Gate Park

C Left, C Down and L.

Indiana

Yellow top, C Right and L.

San Francisco

C Right, C Down and L.

CHAMELEON TWIST**Fight Level Bosses**

Pick up 20 crowns on each level and a box marked with a question mark will pop up on the level selection screen. This option will let you take on any of the level bosses without needing to play through the level each time. The markings on the door let you know which boss you are about to fight.

Infinite Health

If you're running low on health then follow these simple steps to gain infinite health!

1. Save the game to one of the data slots.
2. Exit the game.
3. Load the game and once again you'll have full energy.

DUKE NUKEM**Enable PAL Cheat Menu**

On the main menu press Left, Down, L, L, Up, Right, Left, Up. The cheat menu will now be accessible.

All Items

First enable the cheat menu, then on the main menu press R, C Right, Down, L, C Up, Left, C Right, Left. You'll hear a gunshot if you entered the code correctly and the cheat can then be turned on or off from the cheat menu.

Invincibility

First enable the cheat menu, then on the main menu press R, C Right, R, L, R, R, Left. You'll hear an explosion if you entered the code correctly and the invincibility can then be turned on or off from the cheat menu.

No Monsters

First enable the cheat menu, then on the main menu press L, C Up, Left, L, C Down, Right, Left, Right. You'll hear a monster roaring if you entered the code correctly, and you can then turn the monsters on or off on the cheat menu screen.

**Level Select**

First enable the Cheat menu, then on the main menu press R, L, R, C Down, Right, Up, Left, C Up. You'll hear a monster howl if you entered the code correctly, and it will then be possible to select any level you want from the cheat menu during play.

Enter the code below and you too can have a wealth of brand new options to play with.



DOOM 64

Level Codes

Level 02: cdp8 9bj2 68zt svk?
 Level 03: cxm8 9bjy 681t jvk?
 Level 04: ddk8 9bjt 683s 9vk?
 Level 05: dxh8 9bjp 685s 1vk?
 Level 06: fdf8 9bjk 687s svk?
 Level 07: fxc8 9bjf 689s jvk?
 Level 08: gd?8 9bc? 69br ?bk?
 Level 09: gx88 9bc6 69dr 2bk?
 Level 10: hd68 9bc2 69gr tbk?
 Level 11: hx48 9bcy 69jr kbk?
 Level 12: jd28 9bct 69lq ?bk?
 Level 13: jx08 9bcp 69nq 2bk?
 Level 14: kdy8 9bck 69qq tbk?
 Level 15: kxw8 9bcf 69sq kbk?
 Level 16: lft8 9bb? 69vp ?vk?
 Level 17: ly8 9bb6 69xp 2vk?
 Level 18: mfp8 9bb2 69zp tvk?
 Level 19: mym8 9bbj 691p kvk?
 Level 20: mfa8 9bbt 693n ?vk?
 Level 21: ny8 9bbp 695n 2vk?
 Level 22: pff8 9bbk 697n tvk?
 Level 23: pyc8 9bbf 699n kvk?
 Level 24: qt?8 9bf? 6?bm ?bk?
 Level 25: qy88 9bf6 6?dm 2bk?
 Level 26: rf68 9bf2 6?gm tbk?
 Level 27: ry48 9bfy 6?jn kbk?
 Level 28: sf28 9bft 6?ll ?bk?
 Level 29: sy08 9bfp 6?nl 2bk?
 Level 30: tfy8 9bfk 6?ql tbk?
 Level 31: tyw8 9bff 6?sl kbk?
 Level 32: vbt8 9bd? 6?vk 9vk?

Bring It On!

Level 02: cjpr 9bj1 68z? qvk?
 Level 03: c1mr 9bjx 681? gvk?
 Level 04: djkr 9bj5 6839 7vk?
 Level 05: d1hr 9bjn 6859 zvk?

Level 06: fjfr 9bjj 6879 qvk?
 Level 07: f1cr 9bjd 6899 gvk?
 Level 08: gj?r 9bc9 69b8 8bk?
 Level 09: g18r 9bc5 69d8 0bk?
 Level 10: hj6r 9bc1 69g8 rdk?
 Level 11: h14r 9bcx 69j8 hbk?
 Level 12: jj2r 9bcs 69j7 8bk?
 Level 13: j10r 9bcn 69n7 0bk?
 Level 14: kjyr 9bcj 69q7 rdk?
 Level 15: k1wr 9bcd 69s7 hbk?
 Level 16: lktr 9bb9 69v6 8vk?
 Level 17: l2rr 9bb5 69x6 0vk?
 Level 18: mkpr 9bb1 69z6 rvk?
 Level 19: m2mr 9bbx 6916 hvk?
 Level 20: nkk8 9bbs 6935 8vk?
 Level 21: n2hr 9bbn 6955 0vk?
 Level 22: pkfr 9bbj 6975 rvk?
 Level 23: p2cr 9bbd 6995 hvk?
 Level 24: qk?r 9bf9 6?b4 8bk?
 Level 25: q28r 9bf5 6?d4 0bk?
 Level 26: rk6r 9bf1 6?g4 rdk?
 Level 27: r24r 9bf6 6?j4 hbk?
 Level 28: sk2r 9bfs 6?l3 8bk?
 Level 29: s20r 9bfr 6?n3 0bk?
 Level 30: tkyr 9bfj 6?q3 rdk?
 Level 31: t2wr 9bfd 6?s3 hbk?
 Level 32: vgtr 9bd9 6?v2 7vk?

I Own Doom!

Level 02: cnn8 9bj0 680t nvk?
 Level 03: c5l8 9bjw 682t dvk?
 Level 04: dnj8 9bjr 684s 5vk?
 Level 05: d5g8 9bjm 686s xvk?
 Level 06: fnd8 9bjh 688s nvk?
 Level 07: f5b8 9bjc 68?s dvk?
 Level 08: gn98 9bc8 69cr 6bk?
 Level 09: g578 9bc4 69fr yvk?
 Level 10: hn58 9bc0 69hr pbk?
 Level 11: h538 9bcw 69kr fdk?
 Level 12: jn18 9bcr 69mq 6bk?

Level 13: j5z8 9bcm 69pq ybk?
 Level 14: knx8 9bch 69rq pbk?
 Level 15: k5v8 9bcc 69tq fdk?
 Level 16: lps8 9bb8 69wp 6vk?
 Level 17: l6q8 9bb4 69yp yvk?
 Level 18: mpn8 9bb0 690p pvk?
 Level 19: m6l8 9bbw 692p fvk?
 Level 20: npj8 9bbz 694n 6vk?
 Level 21: n6g8 9bbm 696n yvk?
 Level 22: ppd8 9bbh 698n pvk?
 Level 23: p6b8 9bbc 69?n fvk?
 Level 24: qp98 9bf8 6?cm 6bk?
 Level 25: q678 9bf4 6?fm yvk?
 Level 26: rp58 9bf0 6?hm pbk?
 Level 27: r638 9bfw 6?km fdk?
 Level 28: sp18 9bfr 6?ml 6bk?
 Level 29: s6z8 9bfm 6?pl yvk?
 Level 30: tpx8 9bfh 6?l1 pbk?
 Level 31: t6v8 9bfc 6?tl fdk?
 Level 32: vls8 9bd8 6?wk 5vk?

Level 20: ntjr 9bbq 6945 4vk?
 Level 21: n?gr 9bb1 6965 wvk?
 Level 22: ptdr 9bbg 6985 mvk?
 Level 23: p?br 9bbb 69?5 cvk?
 Level 24: qt9r 9bf7 6?c4 4bk?
 Level 25: q?7r 9bf3 6?f4 wbk?
 Level 26: rt5r 9bfz 6?h4 mbk?
 Level 27: r73r 9bfv 6?k4 cbk?
 Level 28: st1r 9bfq 6?m3 4bk?
 Level 29: s?zr 9bfl 6?p3 wbk?
 Level 30: ttxr 9bfg 6?r3 mbk?
 Level 31: t?vr 9fbf 6?t3 cbk?
 Level 32: vqsr 9bd7 6?w2 3vk?

Ultimate Code

?TJL BDFW BFGV JVVB
 Enter this code and start the game, then pause to see a 'Features' option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and even make yourself invincible!



Whyponce about with the pistol trying to find some health, when you can enter this ultimate code and have it all?

EXTREME G

Ultimate Password

On the password screen enter 81GGD5. This code will unlock all the regular tracks, both hidden bikes and the special hidden track.

Weapons

On the name selection screen (contest mode) Enter your name as 'arsenal'.

Slippery Road

On the name selection screen (contest mode) Enter your name as 'banana'.

Unlimited Turbo

On the name selection screen (contest mode) Enter your name as 'nitroid'.

Rock Race Mode

On the name selection screen, Enter your name as 'roller'. You will hear a confirmation sound to tell you that the trick worked.

Extreme Speed

On the name selection screen (contest mode) Enter your name as 'xtreme'.

Fisheye Lens

On the name selection screen (contest mode) Enter your name as 'fisheye'. You will hear a confirmation sound to tell you that the trick worked.

Transparent Mode

On the name selection screen (contest mode) Enter your name as 'ghostly'.

Upside Down Mode

On the name selection screen (Contest mode) Enter your name as 'antigrav'.

Wireframe Mode

On the name selection screen (contest mode) Enter your name as 'wired'.

Fisheye mode makes this game even more difficult to play.



FIFA: ROAD TO WORLD CUP '98

Different Scoring Animation

Enter C Left, C Right, C Up, or C Down directly after a goal for a variety of scoring animations.

Ghost Players

Choose Slovakia as your team and enter LASKO on the player edit screen.

Small Players

Choose Vancouver as your team and enter KERRY on the player edit screen.

Edit Players And Colours

While on the EA Sports screen, enter A, B, A, B, B, A, Z.



Big Heads

Choose Vancouver as your team and enter ANATOLI on the player edit screen.

Black & White Mode

Choose Canada as your team and enter MARC on the player edit screen.

No Stadium

Increase the speed by choosing any team and entering CATCH22 on the player edit screen.

Invisible Players

Choose Sheffield Wednesday as your team and enter WAYNE on the player edit screen.

Noisy Crowd

During the game, push various directions on the D-pad and the crowd will then hurl abuse at the other team!

FIFA 64**Funky Options**

Basically, after you've scored a goal and the scorer is doing a victory run, press Top C for horns, C Left for crowd noise, C Down for drums and C Right for a mad man who's yelling 'goal'!



Fifa 64 – not a good game by any means, but at least we've got some funky options for you to use.

FIGHTERS DESTINY**Fight As Ushi**

Complete the game in Vs mode with Abdul. Select Rodeo mode. Remain undefeated for at least one minute. Ushi the cow will be available on the character selection screen in two choices of colours.

Fight As Boro

Complete the game in Vs mode on the Easy difficulty setting.

Fight As The Master

Complete the game in Vs mode with Ryuji. Select Master Challenge Mode and defeat all 12 opponents (four Jokers and eight Masters). The Master will then be available to play on the character selection screen.

Fight As Robert

Complete the game in Vs mode with Valerie. Select Fastest mode. Defeat all four opponents in a combined time of under one minute. Robert the Robot will be available on the character selection screen.

Fight As The Joker

Complete the game in Vs mode with Pierre. Select Survival mode. Defeat all 100 opponents. The Joker will be available on the character selection screen.

**F1 POLE POSITION****Hidden Car**

Complete and save the game as World Grand Prix Champion. Now restart the game and hold A + B when you see the wait while loading message appears.

Change Engine

Complete and save the game as World Grand Prix Champion. On the driver select screen highlight a driver and press C-Left or C-Right to change the engine.

Unlimited Fuel

For this great cheat select Grand Prix mode and change the fuel setting to 10%.

**F-1 WORLD GRAND PRIX (IMPORT)****Team Extreme**

Achieve a skill level of 100% in the Challenge mode, and you will reveal the gold and silver drivers from 'Team Extreme'.

Bonus Track

Complete and win the championship on the rookie difficulty setting, and the gallery and credits options will be available on the start screen.

F-ZERO (IMPORT)**The Ultimate Code**

On the Mode Selection screen press L, Z, R, C-Up, C-Down, C-Left, C-Right, Start to access all cars and tracks. If you have entered the code correctly you should hear a chime.

Joker Cup

Compete and win all three Cups on standard difficulty setting, and the Joker Cup will now be available.

X-Cup

Compete and win all four cups on Expert difficulty setting, and the X-Cup will now be available.

Master Difficulty Level

Compete and win all four cups on all three difficulty settings and you'll open the Master difficulty level.

**FORSAKEN****Level Select**

On the opening screen, press A, R, Z, Up, Up, C Up, C Down, C Down. Use the D-pad to select your mission.

Unlimited Nitro

On the opening screen press B, B, R, Up, Left, Down, C Up, C Left.

Psychedelic Mode

On the opening screen press A, R, Left, Right, Down, C Up, C Left, C Down.

Wireframe Mode

On the opening screen press L, L, R, Z, Left, Right, C Up, C Right.

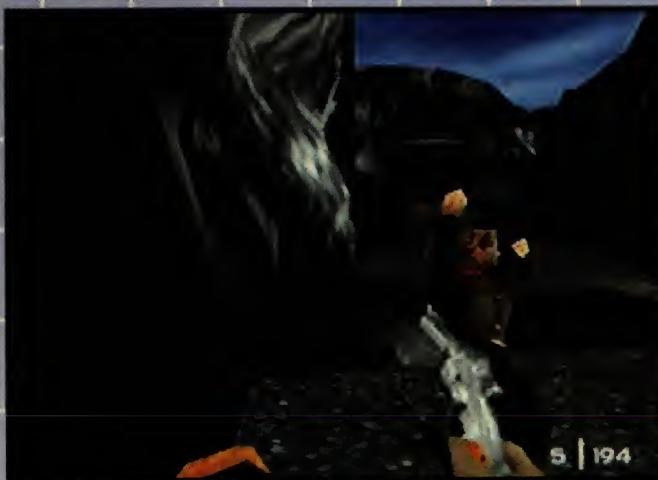
**Gore Mode**

On the opening screen press Z, Down, C Up, C Left, C Left, C Left, C Left, C Down.

Invulnerability Mode

On the opening screen press A, Z, Z, Up, Left, C-Left, C-Left, C-Down





GOLDENEYE

Lovers of doing things the easy way are going to be disappointed – there are no push-button cheats for Goldeneye, as you have to completing certain levels within tight time limits. Also, you can only use the cheats on levels you have already completed (pick them from the 'cheat' menu). Difficulty is the setting you must be playing on: Agent (A), Secret Agent (SA) or 00 Agent (00).

Secret Levels And Characters

Complete the game on the Agent level to access the secret



Goldeneye is not only the best game on the N64, it also has loads of cool cheats to totally change the way you play.

characters in the deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret Agent level to open up the hidden Aztec level.

Complete the game on 00 Agent level to open up the Egyptian Crypt level. Beat this on 00 level to access the 007 mode, which also includes a level editor!

Once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.

Extra Weapons

Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.

Agent: Cougar Magnum
Secret Agent: Moonraker laser
00 Agent: Golden Gun

This is not so much a cheat but rather a little fun to keep the game on lighter note. When you play Goldeneye use the two control pad 'Domino' setting, and then at the end of each level – during the animation sequences – you will be able to shoot everybody by using

the second control pad! This turns out to be particularly satisfying on the levels where you are captured at the very end, as you will be able to mow down your captors.

Extra Players In Deathmatch

Go to the character selection screen. Move your cursor along all the way right to the last character available (it'll either be Mishkin or the Moonraker Elite). Once you're there, enter the following code.
Hold L & R & C Left and release.
Hold L & C Up and release.
Hold L & R & Left on D-pad and release.
Hold L & Right on D-pad and release.
Hold R & Down on D-pad and release.
Hold L & R & C Left and release.
Hold L & C Up and release.
Hold L & R & Right on D-pad and release.
Hold L & R & C Down and release.
Hold L & Down on D-pad and release.

You will now be able to access a whole host of new characters, including the programmers, a terrorist and a biker dude!

Destroy The Flag

When taking part in a flag-tag multiplayer game, if you're using some form of explosive weapons,

Finish Goldeneye on Agent level (including the secret levels) to receive some new permanent weapons, including this Magnum.

there is a neat way to win the game easily. Get the flag, then after you've had possession of it for a short time, blow yourself up. The flag will be destroyed and thus no-one else will be able to pick it up – so you will win!

Hover Mode

Activate the Tiny Bond cheat (by completing the Surface 2 level in under 4:15 on 00 level), then stand somewhere high up, such as at the top of some stairs or a ladder. Crouch down to make yourself even lower, and very slowly walk off the high area. You'll find that you don't move down the stairs, but instead walk into space! By moving very slowly, it's actually possible to walk for quite a distance. A good place to try this is the Dam level. Unfortunately you can't float over obstacles, so there's still no way to reach the mystery complex on the far side of the reservoir...

Hidden Weapons

On the Train level, blow up the last box at the far end of the start room for a hidden RCP-90.

On the Water Caverns level, blow up the boxes in the radio room. One of the boxes will spew out more boxes. Keep blowing them up and eventually you'll get two assault rifles.



THE COMPLETE

A-Z
OF CHEATS

J LEAGUE PERFECT STRIKER

Hidden Teams

To get the two extra teams hidden for only the best players, go to the title screen and press the following:
Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Now press Start and hold down Z.

**Huge head players**

On the title screen press: Yellow top, Yellow top, Yellow down, Yellow down, Yellow left, Yellow right; Yellow left, Yellow right; B, A and then press Start and hold down Z.

INTERNATIONAL SUPERSTAR SOCCER 64

Hidden Teams

On the title screen press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A then hold Z and press Start. The phrase "What an incredible comeback!" will confirm correct code entry and six all-star teams will now be available for you to choose from the team selection screen.

**Big-Head Players**

On the title screen press C Up, C Up, C Down, C Down, C Left, C Right, C Left, C Right, B, A then hold Z and press Start. Now players will have big heads.



KILLER INSTINCT GOLD

Open all options

Press Z, B, A, L, A, Z on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

All Character Colours

To get all training colours at once, wait for the profiles to come up and press: Z, B, A, Z, A, L. You'll hear "Welcome" if you've done it right

Play As Gargos

Wait until the character profiles appear and press: Z, A, R, Z, A, B. Gargos will laugh if it's worked.



Gargos is the final monster that you meet in this fighting tournament.

IGGY'S WRECKIN' BALLS

Cheat Menu

On the start screen press R & Z simultaneously to open up the cheat menu.

**All Worlds**

Open the cheat menu, and then enter 'THEUNIVERSE' to open all available worlds.

**All Characters**

Open the cheat menu, and then enter 'HAPPYHEADS' to open all the characters.

JEOPARDY

More Money

For more money press L, R, L, L, L, R, R, C Down, C Up.

KOBE BRYANT IN NBA COURTSIDE

Play Hidden Teams

From the main menu, hold L and select a Pre-Season game by pressing A. If you now scroll right you will find that three new teams will be available to choose: the Nintendo 'Plumbers', the N64 'Gamers' and the Left Field 'Lefties'.

**Hang On The Basket**

After executing a two-handed dunk, hold B and your player will hang on the rim of the basket. Be careful not to hang on too long or a technical foul will be awarded against you.

View Replay

Hold B and Z after you score to view an instant replay of the basket. Alternate Replay Angle Hold down B during an instant replay.

**Big-Head Mode**

Begin a game in any mode and press Start to pause it then press the following buttons: Right, Right, Left, R, Z, Start, A, Start, A, Start, Z.

Disco Floor Code

Begin a game in any mode and press Start to pause it then press the following buttons: A, C Up, Down, Up, C Down, R, R, B, C Right, C Right, Z



MORTAL KOMBAT TRILOGY

Random Character

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

Choose Battle Arena

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will then occur. You will then be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

Play as Shao Kahn

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.



Play as Khameleon

On the Star Bridge stage, when the annoying gong appears in the bottom corner of the screen and squeals "Toasty!", just press Down and Start before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum.

Fight as Human Smoke

Choose Cyber-Ninja Smoke as a character. Then hold $\leftarrow + HP + HK + Run + Block$ before the 'Fight' screen appears or inbetween rounds. Cyber-Ninja Smoke will explode and change into Human Smoke.



Unlimited credits

During the story screen, press $\downarrow, \downarrow, \uparrow, \uparrow, \leftarrow, \rightarrow, \leftarrow, \rightarrow$. A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freeplay' will appear in the remaining Kredits window.

Extra options

During the Kombat mode selection screen, press $\uparrow + Start$. Now new options to disable timer, blood, aggressor and kombos will appear.

Bonus Galaga-type game

If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

Bonus Pong game

Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.



Bonus Space Invaders-type game

Press Z when an object appears over the moon on the pit stage of a two-player match. The sound of a bell will confirm that the code has worked. The winner of that round will play Invaders From Space.

MORTAL KOMBAT 4

It's finally here! The game all beat-'em-up fans have been waiting for! Well, all those that aren't still waiting for Street Fighter, that is.

Fight As Meat

Choose 'Group Mode' and win as all 16 characters.

Cheat Option

Highlight 'Continue' on the options screen then hold Run and Block until the cheat option appears.

Fight As Goro

Select the 'Hidden' icon on the character selection screen.

Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

Fight As Noob Saibot

Select the 'Hidden' icon on the character selection screen.

Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Kombat Kodes

Input the following codes on the two-player 'Vs' screen where the character pictures are displayed facing each other. There are two three-digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The numbers indicate how many times you must press Low Punch, Block and Low Kick respectively:

001 001
002 002
010 010

012 012
020 020
050 050
100 100
110 110

111 111
123 123
222 222
321 321
333 333
444 444

555 555
666 666

Unlimited Run
Weapon Kombat
Disable Maximum
Damage
Noob Saibot
Red Rain
Explosive Kombat
Throwing Disabled
Maximum Damage
and Disabled Throws
Free Weapon
No Power
Random Weapons
Big Head mode
Random Kombat
Armed and
Dangerous
Many Weapons
Silent Kombat

Enable both red and blue ? menus

During the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now the red and blue question mark menus will be available to provide the following options:

Red Question Mark menu

| | |
|-------------------|--------|
| Freeplay | ON/OFF |
| Fatality Time | ON/OFF |
| Collision Boxes | ON/OFF |
| One Round Matches | ON/OFF |

Blue Question Mark menu

| | |
|---------------|------------------|
| Level Select | ON/OFF |
| Throwing | ENABLED/DISABLED |
| Unlimited Run | ENABLED/DISABLED |
| Bloody Kombat | ON/OFF |
| Human Smoke | ON/OFF |
| Khameleon | ON/OFF |

MACE: THE DARK AGE**Change Character Costumes**

Highlight the character you want to use and press L or R, C Up, C Down, C Left, and C Right for five different costume colour schemes.

To Play Two-Player Practice Mode

Highlight Practice on the menu screen and press Start simultaneously on both of the controllers. Select the desired characters, and then knock each other about for as long as you like with absolutely no hint of a death!

Fight As Pojo The Chicken

Successfully perform Taria's execution. Then begin another match and highlight Taria, hold the Start button down on the selection screen and Pojo will appear. Without releasing Start, press a Quick button to select Pojo. If you're in two player select mode, they can do the same thing and it'll be Pojo against Pojo!



The hidden characters are impressive, with a huge arsenal of moves to utilise.

**Fight As Grendal**

Win three times in two-player mode, then on the select screen for the fourth match, highlight the Executioner, hold Start and Grendal appears.

Don't release start, and press Quick to select Grendal.

Fight As Gar Gunderson, The War Mech Or Ichiro

When the first screen appears when you turn the power on, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

Select Start Stage

Highlight the desired fighter on the character selection screen and press the Start button four times to compete on their home stage, then select the character you want to fight and begin.

Bonus Stages

To play on the bonus stages, highlight each of the characters listed in order and press Start every time, then select the character you want to play with. The following codes are for two-player mode, except for Random AI.

The following cheats are entered in two-player mode:

Fight As Ned The Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos, then move to Xiao Long and press Quick to play as a janitor!

Head Swap

On the character selection screen, press Start on each of the



Pecking Order! Yes, it's true, Midway have actually made a code so that you can access and play as a chicken.



following characters in turn; Al-Rashid, Takeshi, Mordos Kull, Xiao Long, Namira.

The two characters that are then chosen with swap noggins!

Pink Slippers

On the character selection screen, press Start on each of the following characters in turn; Ragnar, Dregan, Koyasha.

When you choose a fighter, he or she will engage in combat wearing fuzzy rabbit slippers!

**MYSTICAL NINJA STARRING GOEMON****Fight Impact Bosses From Menu**

Find every silver fortune doll in the game (you'll know if you've got them all before you finish because your life gauge will be full). At the end of the game following the credits a fortune doll count will appear and a new option will be available on the options menu allowing you to play against the four Impact robots in sequence.

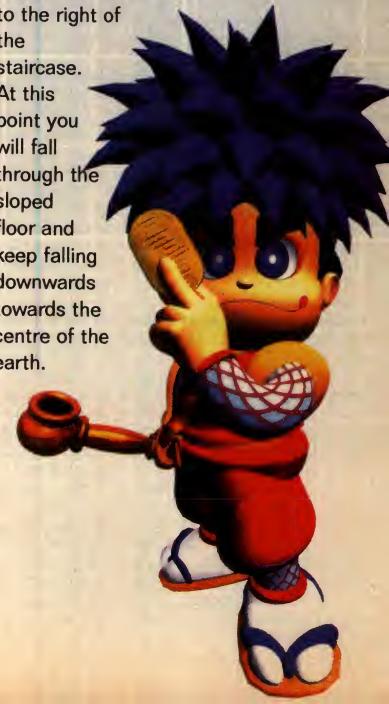
**Extra Songs in Sound Test**

Complete the game and then press the start button to return to the main menu. Now enter the options menu and select 'sound test', and you will then notice two new selections 'I am Impact', and 'Gorgeous my Stage'.

Forever Falling Glitch

Go to the main entrance to Festival Village, head down the stairs and then open the large door to your right. Walk across to the next large door and then enter the area with the drummer in.

Walk up the stairs towards the drummer, and then leap over the edge to the slanted rock to the right of the staircase. At this point you will fall through the sloped floor and keep falling downwards towards the centre of the earth.



MISSION IMPOSSIBLE

Silenced Weapon

On the mission select screen, press C-Up, L, C-Right, C-Left, C-Up. When the code has been accepted you will hear the words "Ah that's better."

High Power Weapon

On the mission select screen, press R, L, C-Down, C-Up, C-Up. When the code has been accepted you will hear the words "Ah that's better."

Uzi

On the mission select screen, press C-Right, C-Left, C-Right, C-Down, R.

When the code has been accepted you will hear the words "Ah that's better."

Rocket Launcher

On the mission select screen, press R, L, C-Left, C-Right, C-Down.

When the code has been accepted you will hear the words "Ah that's better."

Turbo Mode

On the mission select screen, press C-Up, Z, C-Up, Z, C-Up. When the code has been accepted you will hear the words "Ah that's better."

Kid Mode

On the mission select screen, press C-Down, C-Up, R, L, Z. When the code has been accepted you will hear the words "Ah that's better."

Big-Feet Mode

On the mission select screen, press C-Down, R, Z, C-Right, C-

Left. When the code has been accepted you will hear the words "Ah that's better."

Big-Head Mode

On the mission select screen, press C-Down, R, C-Up, L, C-Left.

When the code has been accepted you will hear the words "Ah that's better."

If you're getting bored pretending to be Tom Cruise, use these cheats to make life a little easier, or just for sheer amusement.



MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win the race every time, choose Kingroader (the yellow Jeep-type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming that you aren't completely incompetent

at driving that is, you'll hardly ever skid (even on snow), which will allow you to out-pace even cars that should be much faster than you.

Doing this, you'll be able to unlock the hidden cars and mirror tracks even faster than you would otherwise, not that it

should take much longer than a day anyway...

Hidden Route

The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that

leads to the waterfall, there is a tree just before some fences.

Drive through the tree (don't worry, it won't hurt!) and you'll then be on easy street!

It's only just out but already we've got some top tips from across the water. 64 SOLUTIONS: if it's out, we've got the cheats.



Choose the Kingroader to win every time because it actually has "this is the best car" written on the side. Bit of a clue that.



THE COMPLETE A-Z OF CHEATS

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Skip to Quan Chi

As Sub Zero dies before a checkpoint, hold down A.

Skip to Shinnok

As Sub Zero dies before a checkpoint, hold down B.

Defeating Shinnok

Shinnok is protected by a force field almost the entire time but there is a simple way to beat it. When Shinnok uses an attacking move his amulet will glow. When this happens use an Ice Blast to freeze him. To complete your

Save the Earth from evil in this incredibly difficult platform beat-'em-up!

mission you will need

to be quick. Turn around and run for the teleport behind you, then you will appear behind

Shinnok. Get close and press the A button to steal his amulet. All that remains is to enter the Gateway and return to earth.



The Moves

| | |
|-------------|------------------------------|
| 3 Hit Combo | HK, HK, Back + HK |
| 6 Hit Combo | HP, HP, LP, HK, HK, Back + H |

Fatality

| | |
|-----------|--------------------------|
| Spine Rip | F, D, F HP (Stand Close) |
|-----------|--------------------------|

Level Codes

| | |
|---------|----------|
| Level 2 | Wind |
| Level 3 | Earth |
| Level 4 | Water |
| Level 5 | Fire |
| Level 6 | Prison |
| Level 7 | Bridge |
| Level 8 | Fortress |

THWMSB
CNSZDG
ZVRKDM
JYPPHD
RGTKCS
QFTLWN
XJKNZT

Cheat Codes

| | |
|----------------------|--------|
| Urns of Life | NXCVSZ |
| 1000 Lives | GTTBHR |
| Exploding Rock Boss | RCKMND |
| End Credits | CRVDT |
| Fortress + 20,000 Ex | ZCHRRY |
| Invincibility | TDFCLT |

Special Moves

| | |
|--------------------------|---|
| 1: Ice Blast | D, F + LP |
| 2: Ice Slide | BL + B + LP + LK |
| 3: Directional Ice Blast | D, F + HK |
| 4: Flying Ice Blast | D, B + LK |
| 5: Ice Clone | D, F + LP (When Jumping) |
| 6: Ice Shatter | D, B + LP |
| | Freeze any opponent twice and you will can shatter them with an uppercut. |
| 7: Power Ice Slide | BL + B + LP + LK |
| 8: Freeze on Contact | D, F, F + HP |
| 9: Polar Blast | F, B, B + HP |

MADDEN 64

View Ending

Switch on the N64 and hold L, R and Z when the EA logo appears to watch the congratulatory end sequence.

Team Tiburon

In Season mode, go to the front office, select the 'create player' option and enter his name as 'Tiburon'.

You can now select this team of giants in Exhibition mode!

EA Stadium

If you want to play at a hidden stadium, enter SAN MATEO on the Create Player screen.

MIKE PIAZZA'S STRIKE ZONE

Cheat Menu

On the pre-game menu enter L, R, L, R. You'll need to activate this code before any of the others will work.

Bonus Stadium

On the pre-game menu enter Right, A, C Up, L, A.

Always Hit Home Runs

On the pre-game menu enter L, A, Down, Right.

Crazy Ball

On the pre-game menu enter C Right, A, Z, B, A, L, L.

Crazy Pitches

On the pre-game menu enter C Right, A, Z, C Up, R, B.

Varied Pitches

On the pre-game menu enter C Right, A, Z, C Up, R, L.

Easy Steals

On the pre-game menu enter C Left, A, Down, C Up, Z.

Aluminum Bats

On the pre-game menu enter R, A, Z, B, A, L, L.

Red Bats

On the pre-game menu enter R, Down, B, A, Right.

Blue Bats

On the pre-game menu enter B, L, B, A, Right.

You'll now be able to play at Electronic Arts' own special ground!

Extra Teams

Again on the Create Player screen, enter the following names to access hidden teams.
SIXTIES – Players from the 1960s.
SEVENTIES – Players from the 1970s.
EIGHTIES – You'll never guess.

All Time Madden Team

Enter the name AT_MADDEN (the underscore denotes a space).

Psychedelic Bats

On the pre-game menu enter Z, B, R, A.

Low Gravity

On the pre-game menu enter Up, R, A, L.

Increased Gravity

On the pre-game menu enter Up, Down, L, Up, R.

Fast Game

On the pre-game menu enter L, A, Z, R, B, A, L, L.

Slow Game

On the pre-game menu enter Up, L, L, B, A, L, L.

Alternate Sky

On the pre-game menu enter C Right, A, Z, C Up, L, R, Z.

Bonus Teams

On the pre-game menu enter C Right, A, Down, Left.

Hidden Message

On the pre-game menu enter C Up, R, B, B.

View Credits

On the pre-game menu enter R, A, Z, R, C Right, A, B.



NAGANO OLYMPIC HOCKEY '98

Continual Fighting

Make sure that the 'Fighting' selection is highlighted on the options screen, hold L and then press

C Right, C Left, C Left, C Right, C Down, C Up, C Up, C Down, C Left, C Right, C Right, C Left, C Right, C Left.

Change Player Appearance

On the options screen press C Left + R, C Down + R or C Up + R. Adjust the first six bits of the 16-bit register to alter the game by pressing:
 C-Down + R to alter bits 1 and 2
 C-Left + R to alter bits 3 and 4
 C-Up + R to alter bits 5 and 6

Register Effect

| | |
|--------|--|
| 100000 | Squat players. |
| 010000 | Squat players, big heads. |
| 110000 | Squat players, small heads. |
| 001000 | Squat players, small announcer's voice. |
| 000100 | Big players, big announcer's voice. |
| 000010 | Squat players, small announcer's voice. |
| 000001 | Stretched players, big announcer's voice. |
| 110110 | Big players, small heads, big announcer's voice. |
| 010010 | Squat players, big heads, small announcer's voice. |
| 010101 | Big players, big heads, big announcer's voice. |
| 010001 | Stretched players, big heads, big announcer's voice. |



These secret codes will make your hockey playing much more interesting.

NFL QUARTERBACK CLUB '98

Two-four-six-eight, who do we appreciate? N-six-four! American sports sims are invariably laden with hidden 'stuff', and Acclaim's gridiron game is no exception.

Cheat Mode

Enter the codes (in the box on the right) on the cheat menu screen for the desired result. Correct code entry will be confirmed by a tone.

Even if you don't understand the basics of the game from across the pond, the codes on the right should make for an interesting game.



NBA IN THE ZONE '98

Easy Free Throws

To make this rather difficult activity a tad easier, repeatedly push the analogue stick upwards when you're about to take the throw, and the shot indicator will slow down.



Help is on hand if you are having difficulty in hitting the basket from the free throw line.

Effect

| | |
|-----------------------------------|------------|
| Eight downs | |
| Tall, thin players | 8DWNDRV |
| Expert defence | BBMNTBL |
| Strong receivers | BGBFYDF |
| Longer dives | BGBFYFF |
| Spinning receiver | BGSPRDV |
| Top quarterback | BGTWSTRS |
| Longer jumps | BRDWYNMTH |
| Slow motion | CRLLWYS |
| Fumble mode | FRMBYFRM |
| Repeated fumbles | GTNHNDS |
| Short players | GTNHNDS |
| Instant passing | JPNSMWR |
| Disable cheats | LDSTRTRK |
| Lousy defence | LLCHTSFF |
| Lousy offence | LLDFSCK |
| Ball tipped when passing | LLFFSCK |
| Repeated dives | LWYSTPSS |
| No tackles | MNFLDMD |
| Crawling players | NBCTCKLS |
| Lousy players | PBYBYMD |
| Sledge mode | PWHYRMN |
| 100-yard passes, kicks, and punts | SNWSLDS |
| Always tackle | SPRBGRMS |
| Expert players | SPRDPRTCKL |
| Speedy running | SPRTRMM |
| Acclaim and Iguana teams | SPRTRBMD |
| No fumbles | STNTXTM |
| Lousy quarterback | TGHTGRP |
| Electric football mode | TRNTDLFR |
| Max discipline & awareness stats | YLCTRFB |
| | YNSTYNS |



Enter the code below and you will be able to clone the best players for your team.

NBA HANGTIME

Duplicate Players

If you've bought this annoying basketball game, you might decide that your day would be made if you could have two Dennis Rodmans (Rodmen?) on your team.

Now you can. Enter any of the following codes as your name and use the **PIN 0000** to access them.

| | |
|-------------------------|---------------------------|
| Ahrdwy (Penny Hardaway) | Miller (Reggie Miller) |
| Cliffr (Cliff Robinson) | Motumb (Dikembe Mutumbo) |
| Davidr (David Robinson) | Mourng (Alonzo Mourning) |
| Dream (Hakeem Olajuwon) | Mursan (Gheorghe Muresan) |
| Elliot (Sean Elliot) | Pippen (Scottie Pippen) |
| Ewing (Patrick Ewing) | Rodman (Dennis Rodman) |
| Glenrr (Glenn Robinson) | Rice (Glen Rice) |
| Ghill (Grant Hill) | Smits (Rik Smits) |
| Hgrant (Horace Grant) | Stackh (Jerry Stackhouse) |
| Johnsn (Larry Johnson) | Starks (John Starks) |
| Kemp (Shawn Kemp) | Webb (Spud Webb) |
| Kidd (Jason Kidd) | Webber (Chris Webber) |
| Malone (Karl Malone) | |

Ridiculous Hair

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair. Exciting stuff.

Enter the following codes on the 'Tonight's Matchup' screen, using A to alter the first digit, C Down to alter the second digit, and C Right to alter the third digit.

| | | | |
|-----|-------------------|-----|-------------------------|
| 025 | Baby players mode | 461 | Infinite turbo |
| 048 | No music | 552 | Hyper speed |
| 111 | Tournament mode | 616 | Increase blocking power |
| 120 | Turbo passing | 709 | Fast stealing |
| 273 | Stealth turbo | 802 | Maximum power |
| 284 | Maximum speed | 937 | No goal tending |
| 390 | No shoving | | |

Mad options within this game will let you turn your players into slam dunking freaks!



PUYO PUYO SUN 64

Elephant Mode

On the character select screen, highlight Elephant and hold Start for three seconds. All the characters will turn into pachyderm.

Play As Satan

On the character select screen, highlight Shezo and hold Start for three seconds. Satan will make herself known.

Random Character Select

On the character select screen, highlight Rulue and hold Start for three seconds. You will now play as a randomly chosen character.



Play As Carbuncle

On the character select screen, highlight Arle and hold Start for three seconds. Carbuncle, the little dancing rabbit thing who appears throughout the game, can now be selected.

Select Opponent's Character [two-player mode]

On the character select screen, highlight Doraco and hold Start for three seconds.

The one- and two-player selectors will now switch, so you can make your opponent play as someone they really hate.



OFF-ROAD CHALLENGE

Four Extra Trucks

Punisher Truck:

Tap C Down on the vehicle selection screen.

4x4 Monster Truck:

Tap C Up on the vehicle selection screen.

Thunderbolt Truck:

Tap C Left on the vehicle selection screen.

Crusher Truck:

Tap C Right on the vehicle selection screen.

NHL BREAKAWAY '98

Cheat Menu

To bring up the cheat menu, bring up the main menu and press C Left, C Right, C Left, C Right, R, R. If you've done it correctly, the cheat menu option will appear. From the cheat menu, you'll be able to change the player type and size for both teams, change the ref size, access a sound test menu, change the house rules, enable big checking, increase the likelihood of the rink glass shattering, and increase the chances of equipment being lost.

Player Inspection

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, or C Right to rotate the player in any dimension.

Remove Opposing Goalie

Press Start during play and select the game options menu which is followed by the game settings menu. Select the 'Controller Set-up' option and move your controller across so that you're commanding the other team.

Select the 'Pull Goalie' option from 'Team Options' and use 'Controller Set-up' again to switch the teams back and resume the game, leaving the CPU's goal untended! Alternatively, if you're losing really badly, just select 'Controller Set-up' and switch teams for good.



ROBOTRON 64

The following codes should all be entered whilst on the Robotron game setup menu screen.

Extra lives

Enter the following passwords to start the game with 110 lives. Easy difficulty level:

BSBBBBBTJBB

Normal difficulty level:

BCBBLBTJBB

Insane difficulty level:

BFBBBCTJBB

Level Select

Down, Up, C Left, Down, C Left, C Right, Down, C Right.

Speed Up

During the game, Left, Left, Right, Right, C Up.

Shield

During the game, Down, Left, C Left, C Right.

Flame Thrower

During the game, Down, Right, Down, Right, C Right.

Gas Gun

During the game, Up, Down, C Right, C Left.

Four-Way Fire

During the game Down, Down, Up, C Right.

Three-Way Fire

During the game, Right, Right, C Left, C Down.



Cheat your way through this great Crave Entertainment game, with the help of 64 SOLUTIONS.



50 Lives

Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right.

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down. The following codes need to be entered while playing the game.

Two-Way Fire

During the game, Up, C Up, Up, C Up.

Access Final Level

Enter BJTCNGLFCR as a password.



Passwords

| | |
|------------|-------------|
| Level 90: | CSSRQQHRLRH |
| Level 98: | DGQDQQQLLHJ |
| Level 99: | DNKFQGLLJJ |
| Level 100: | DDJGQGJLLJ |
| Level 101: | DLRHQQDLMJ |
| Level 102: | DBBJQQLDLNS |
| Level 103: | DNMJQGFLPS |
| Level 104: | DNTJQLCLQJ |
| Level 105: | DGBKQLCLRJ |

RAMPAGE

Change Character Colours

On the character select screen press up and down on the analogue stick to change colours of George, Lizzie and Ralph.

Hidden Character

In the Scum Lab Facility and eat the toxic waste barrels. Your character will now be transformed into VERN for the remainder of the level.

He can fly and is able to shoot a fireball by pressing C-Down.

Tank/UFO Rides

You can hitch a ride on tanks or UFO's by jumping onto them.

At what other time would you be able to totally destroy public property with absolutely no fear of nasty legal action? Cool!

They will stop shooting at you and you are able to control the direction in which you will move. This ride will not last for long so be ready to jump clear.

Hidden Cities

On the next city screen tap the following buttons.

Ralph

Lizzie

George

Kick

Punch

Jump

Allergies

Each character has an allergy. When you eat the item that your character is allergic to they will sneeze and blow down the building which you are climbing.

Ralph

Lizzie

George

Cats

Birds

Dogs



QUAKE

Debug mode

This cheat gives you access to Level Warp, Weapons and God mode.

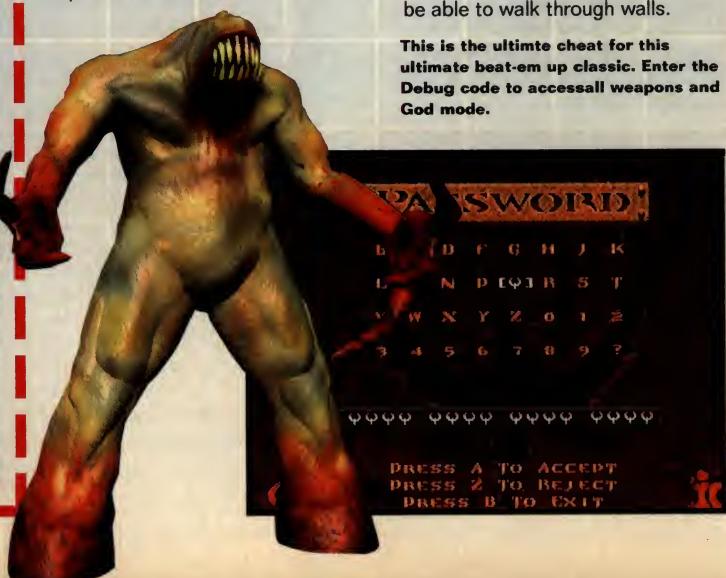
On the password screen, type QQQQ QQQQ QQQQ QQQQ. You will receive a message saying 'Invalid Password'. Now return to the menu and you will have special access to the Debug menu at the top of the screen.



No Clipping Mode

Enter NOCLIP as a password on the password screen and you will be able to walk through walls.

This is the ultimate cheat for this ultimate beat-em-up classic. Enter the Debug code to access all weapons and God mode.



THE COMPLETE A-Z OF CHEATS

SUPER ROBOT SPIRITS

(IMPORT)

These cheats have not yet been tested and we do not advise you to try them all!

New Colours - Dunbine and Walker Galliam

If you play the game for over 50 hours you can select different coloured renders of Dunbine and Walker Galliam.

Play as Master Gundam

Select Story mode and defeat Master Gundam three times, and he will become accessible as a playable character.

Play as Devil Gundam

Complete Story mode with all the characters, and then use Master Gundam to beat Devil Gundam in 64 mode.

You will now be able to select and play as Devil Gundam.

Play as Judecca

If you play the game for over 300 hours, Judecca will appear as a playable character.

Shining Gundam

In Vs mode use Shining Gundam, and defeat 21 opponents.

On the select screen, you will now be able to access Shining Gundam, and use him on all game modes.



Activating the secret level is done through the select menus.



Ruin the lovely tarmac with this texture change cheat!

Once you've played all the tracks and cars, get your money's worth and use these great codes.

2. Choose continue circuit and then let the timer run out. You will now receive a Formula 1 car and a congratulations message.

SAN FRANCISCO RUSH

Alcatraz - Track 7

1. Enter the Track Winning Code As Follows.
8DP5KG5L4G59P
G92WVCQY0DRDQ

and press Down, L, R.

Alcatraz will now appear as track seven on the circuit select screen.

Change Track Textures

On the setup screen, Hold C-Right, press L, release both buttons and press Z. Keep repeating this procedure to switch between the available textures.

Change tyre size

For Rear Tyres On the car select screen, Hold C-Right and press C-Left. Now Hold C-Left and press C-Right. Repeat this code until the tyres are the required size For Front Tyres On the car select screen, Hold C-Left and press C-Right, Now Hold C-Right and press C-Left. Repeat this code until the tyres are the required size

Race upside down

On the setup screen, press Up, Right, Down, Left, Down, Right, Up, Left.

Drive the burning car

On the car select screen, Hold C-Up and press Z, Z, Z.

No Timer

On the setup screen, Hold Z, then perform this code. Hold C-Down and press C-Up, keep holding Z, Hold C-Up and press C-Down.



1080° SNOWBOARDING

Dragon Cave

Select Match Race and finish all courses in hard mode.

Deadly Fall

Select Match Race and finish all courses in expert mode.

Penguin Snowboard

Perform all 24 tricks in training mode, then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down, and press A.

Gold Boarder

Enable the 'Transparent Boarder' and finish expert mode, then select Kensuke Kimachi, hold C Up, and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob, hold C Right, and press A on his statistics screen.





SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on Medium level. Start a new save slot on your Controller Pak (you must have one for the cheat to work) and call it 'Wampa..Stompa' (each '.' represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'.

Play As AT-AT

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will



Disguise yourself as a Storm Trooper by using the Wampa code twice and pressing C a lot. Cool.

then let you change camera views until you see the AT-ST. Use the D-pad to attack.

End Sequence

End your name as '.Credits' (a space before the first C). When you begin the game, you will be taken to the end sequence.

Play As Wampa

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character – push Down to give people Hamill-style scars.

Play As Stormtrooper

Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

Play As TIE Fighter

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. If you hold C Right

for another five seconds, you will now be flying a TIE Fighter!

Cheats Menu

This code grants you access to a multitude of menu options, namely all weapons and items, invincibility, 50 lives, sleeping villains, kill Dash (?), teleport, level select, walk through walls and unlock all levels. Here's how it works.

1. As usual use a game with the player's name as 'Wampa..Stompa'. The name must be written correctly, including capitalisation, with ONE space before Wampa and TWO spaces between Wampa and Stompa.
2. Begin playing on any level and pause the game.
3. Hold down all of the following buttons: All the C buttons, Z, L, R and D-pad Left.
4. While holding all the above buttons down, move the analogue stick halfway to the left (using your chin or someone else's help), and hold it until you hear a sound.
5. Release all the buttons, press them again, and this time hold the analogue stick halfway to the right, waiting until you hear the sound.
6. Repeat this process again with

the analogue stick to the left, then again to the right, and then again to the left.

7. Pink text should appear at the top of the screen. Use L and R to change the options – some of them can be changed by pushing the control stick up and down. Press A to activate them.
8. To get the cheat menu back, pause the game, then hold down



You can be the AT-ST in Shadows with this cheat!

all the buttons used in Step 3 above and move the analogue stick left or right.

This also enables an option marker in yellow on the pause menu which gives you access to game secrets for each level.

SNOWBOARD KIDS

All Characters Boards And Courses

From the start screen, enter Analogue stick Down, Analogue stick Up, D-pad Down, D-pad Up, C Down, C Up, L, R, Z, D-pad Left, C Right, Analogue stick Up, B, D-pad Right, C Left



Fast moving snowboard action with a hint of target practise. This cheat will help you to get to the front of the pack.



Turbo Start

Tap A repeatedly when the 'Ready' message appears at the start and your kid then will jump out into an early lead without needing to build up speed.

Quicksand Valley

First you must get gold on courses one to six.

A new snowboard and the Quicksand Valley desert track will now be available to you.



Ninja Land

Get gold on Silver Mountain.

Play As Ninja

Get gold on Ninja Land.

Silver Mountain

Get gold on Quicksand Valley.

When you see the 'READY' sign press A repeatedly. You will jump forward and accelerate immediately if you have performed this manouvre correctly.



STAR SOLDIER: VANISHING EARTH

Extra Options

Complete the game on the 'Regular' difficulty setting, and you will access a level select and an option to preview enemy ships.

TOP GEAR RALLY

The best way to enter these cheats is to start pushing the right buttons quickly when the Kemco screen appears after switching on or when resetting the machine.

PlayStation Mode

In technical terms, this cheat removes bi-linear filtering. If you are not a techno-ponce however, it takes off the blurring and makes everything look horrible and blocky!

During a game, press B, Left, Right, Up, Left, Z, Right for a ticket to Blocksville.

Acid Mode

Wow, far out, man! This strange code lets you see what it's like to drive while out of your head on illegal substances. During play, push C Down, Z, B, Up, Up, Right for that full-on hippy vibe.

All Tracks

The cheat to access all tracks we printed last issue does work – honest! To get it to work, you have to be on the title screen, since pressing A will put you onto the selection screen.

Rest assured, you can play the Strip Mine track.



When the Kemco logo appears, quickly press A, Left, Left, Right, Down, Z – you'll then be able to play the Strip Mine track (and any others that you haven't already opened) in Arcade and Time Attack modes..

Beachball Car

Enter B, B, A, Left, Left, C Down, A, Right on the Arcade mode-selection screen for a bouncy time

Cupra [Ice Cube] Car

Enter C Down, Up, B, Right, A, C Down, A, Right on the Arcade mode-selection screen.

Mirror Courses

Mirror courses are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z. A new credit screen will be displayed.

Access All Cars

All normal cars, at least – you still have to work to get the secret vehicles! Enter the code, then go to Arcade Mode to see the cars. A, Left, Left, C Down, A, Right, Z

Change Car Colours

Then hold down L, R and all four C buttons on the car select screen, then move the d-pad up or down.

Once you've done that, you can change the car's colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

Strip Mine Course

Finish season six in first place in all races.

View Strip Mine

If you don't want to cheat, but still want a sneak preview, you can see a tour of the Strip Mine track during the credits by going to the credits icon in the options menu and pressing Left, C Down, Right, Down and Z.

Mirror Cars

Complete all six seasons of the fifth year, and press C Down on the car select screen to give your car a flashy chrome paint job!

Helmet Car (or Mini)

Enter Up, Up, Z, B, A, Left, Left on the Arcade mode-selection screen.

Bonus Cars

Complete the following seasons to access displayed cars:

| Season | Car |
|--------|--|
| 2 | Type CE (Toyota Celica) and Type IP (Isuzu P) |
| 3 | Type M3 (BMW M3) and Type SP (Toyota Supra) |
| 4 | Type NS (Nissan Skyline) and Type RS (Ford RS 200) |
| 5 | Type PS (Porsche 959) |
| Mirror | Milk Truck and Helmet Car |

TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

Lines Game

Enter the name LINES to play the Lines game. You have to drag the blocks into rows and columns, rather than stacking them, to make them disappear.

Access All Levels

To play the level of your choosing without having to spin through the whole game, enter



TUROK

Full cheats list!

Enter the following in the cheat menu provided in the game

Vivid Colours

LLTHCLRSFTHRNB

Changes the colour palette and makes it far more outta-sight!

Gives everything in the game!

NTHGTHDGDCRTDTRK

Weapons, invincibility, level warps, infinite ammo, big heads, the lot!

Show Enemies

NSTHMNDNT

When you call up the map,

enemies are shown by red arrows.

Quack Mode

CLLHTHTNMTN

A parody of Quake with bad animation and grotty textures.

View Ending

Enter the above code, turn on the invincibility option (always handy to have) and warp to the Campaigner.

Sort him out and the ending is yours for the watching, for as long as it lasts (not very long).



ZDNCHN

DLKTDR

SNFFRR

THBST

CMGTSMMGGTS

BLLTSRRFRND

FRTHSTHTTRLSCK

THSSLKSCL

GRGCHN

FDTHMGMS

RBNNSMTH

Dana mode, gives you tiny enemies.

Pen and Ink mode, turns everything into sketches.

Disco mode – you figure it out!

Gallery mode – lets you view all the characters.

All weapons.

Infinite ammo.

Unlimited lives.

Spirit mode all the time.

Greg mode – loads of weird stuff!

Credits.

Robin mode, infinite everything, invincibility.



WCW VS NWO

Play As Dallas Page

Choose WCW in the League Challenge and play through till you reach Dallas Page. Once you've successfully defeated him he will be available on the select screen.

Play As Glacier

Also in League Challenge mode, if you beat IU you'll then be able to access that frosty wrestler Glacier.

Play As Randy Savage

If the Macho Man is more your cup of tea, beat NWO and you'll be able to play as Randy Savage himself!

Play As Wrath

The character of Wrath can be gained by playing as DOA and beating him in single-player mode. Then he'll be yours to wreak havoc with.

A new game mode entitled 'Whole World Wrestling' will be available once you've successfully completed the other modes. Within this mode, you'll eventually meet two bosses, one for the Heavyweight category and one for the Cruiserweight category. Once you've beaten them, they'll be available as selectable characters. The characters are as follows:

WWW Super Cruiser – Black Widow
WWW Super Heavy – Joe Bruiser

WAVE RACE 64

Different Coloured Jetskis

On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

Ride the Dolphin

In the Stunt Mode, choose to visit Dolphin Park and ride the rings using the following moves:
Handstand Backwards, Ride Standing, Somersault, Sideways Roll (in both directions), Single Flip, Dive. If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.



Change the colour of your jetski in Wave Race 64 – because they're not exactly that cool to begin with, are they?



A great tip for Wave Race 64 allows you to ride as the dolphin if you perform the right stunts.

WETRIX

Alternate Floors

Complete the eight single-player practice rounds, then go to the options screen and select the 'Floor' option to toggle a new background colour and floor pattern. Groovy.



Change the floors on the game that uses Archimedes' water displacement theory.

WAYNE GRETZKY'S 3D HOCKEY

Hot new teams

Select Set-up right from the main menu and in the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will now be available.



Alter player sizes

In the options screen, press and hold the Yellow top button and press the Right shoulder button to display a 16 digit code. Change the digits using the Yellow buttons and you will alter the legs, bodies and heads of all subsequent players.

Invisible Players

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.

WAYNE GRETZKY'S 3D HOCKEY '98

The 1998 respay of Gretzky has a few cheats tucked away.

Old Teams

To play with some older teams, hold down L on the Options screen and (without releasing L) enter the following code: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left, C Left.



Debug Mode

Teach yourself programming! Or not. You can play with the appearance of the hockey players using a 16-bit register. Modify the first six bits of the register by using the following button combinations.

C Down + R – alters bits 1 and 2

C Left + R – alters bits 3 and 4

C Up + R – alters bits 5 and 6

| Register | Effect |
|----------|---|
| 100000 | Gives you wide players. |
| 010000 | Gives you wide players with big heads. |
| 110000 | Gives you wide players with small heads. |
| 001000 | Gives you small players. |
| 000100 | Gives you tall players. |
| 000010 | Gives you small players. |
| 000001 | Gives you thin players. |
| 110110 | Gives you tall players with small heads. |
| 010010 | Gives you small players with large heads. |
| 010101 | Gives you tall players with large heads. |
| 010001 | Gives you thin players with large heads. |

YOSHI'S STORY

Instant Death

Press and hold the Z, A, B and L buttons together at any time and your Yoshi will retire regardless of the state of his health at that time.



WORLD CUP '98

Change Scoring Sounds

Use this cheat for some amusing noises: tap A, B, C Left, or C Down after scoring for different game sounds.



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Newsagent information
64 SOLUTIONS is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, <http://paragon.co.uk>) and is available from your local wholesaler. 64 SOLUTIONS is distributed by Seymour (tel: 01202 200232) and is fully SOR.

64 SOLUTIONS is available from all good newsagents. For easy ordering, quote the following ISSN: 1369-7064.

ISSUE 8

ON SALE 3 DECEMBER 1998
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Subscription Rates (6 issues)
UK: £15 • Europe: £18
Rest of World: £23

The makers of 64 SOLUTIONS also produce: Play, 64 Magazine, Internet Access Made Easy, Practical Internet PowerStation, Windows Made Easy, Game Boy Color and more soon!

Printed by ET Heron, The Bentall Complex, Colchester Road, Haybridge, Maldon, Essex CM9 4NW.

Distributed by Seymour International, 1st Floor, 86 Newman Street, London, W1P 3LD.
Tel: (0181) 6791899

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64 Solutions: ISSN 1369-7064



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Who is the real Go-e-e-e-e-e-e-e-e-e-e?



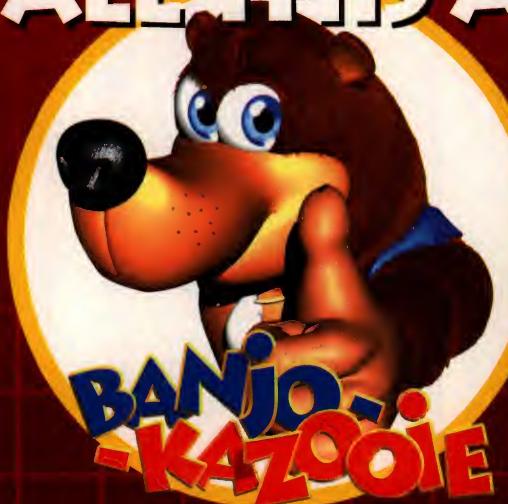
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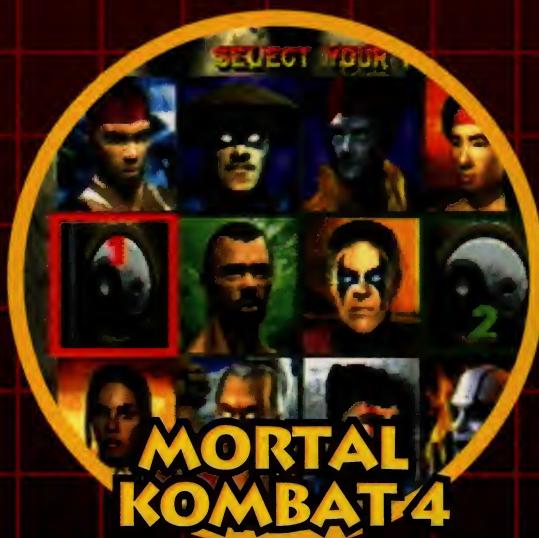
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